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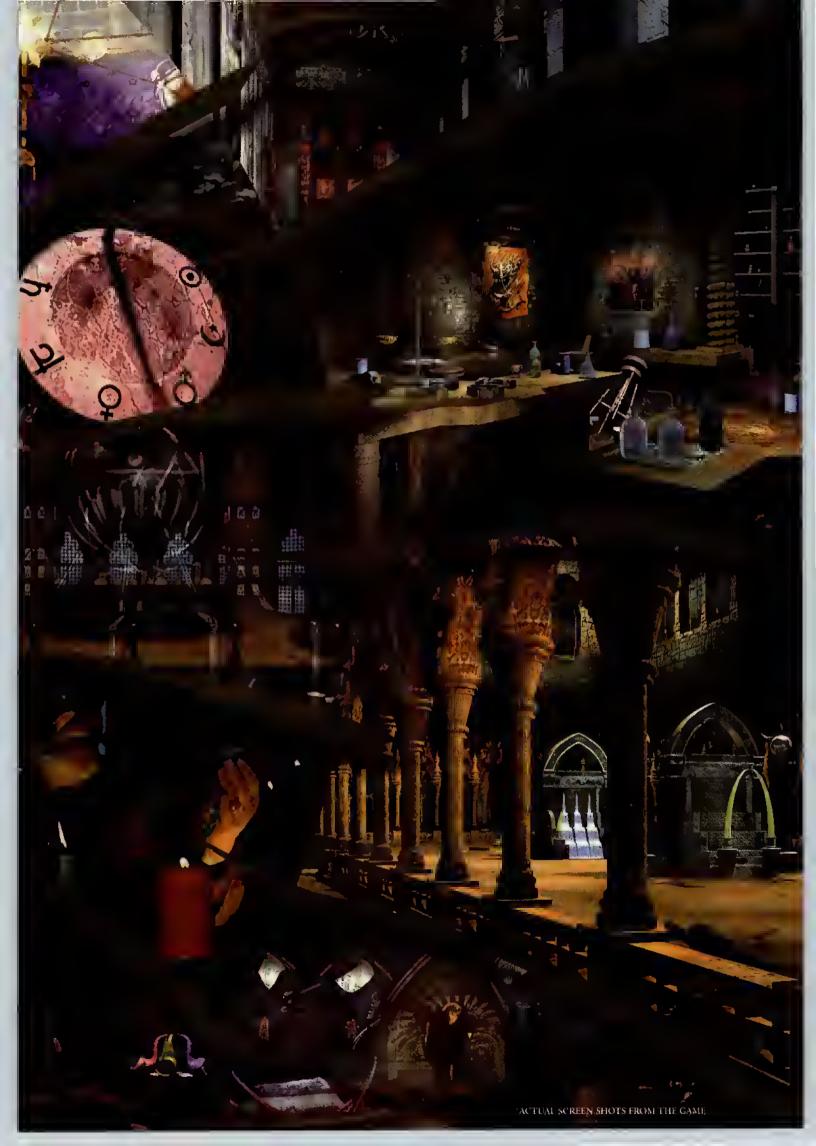
THE FORBIDDEN LAND

## ZORK MEMESIS

Available on DOS and Windows 95 CD-ROM Uncover the mystery at http://www.activision.com or phone 0181 742 9400

ACTIVISION.

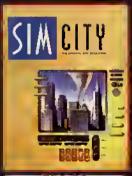
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WHITE LABEL OR NOT, HE'S GETTING A THICK EAR WHEN HE COMES DOWN.



## rector



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Juake

The single most important game on the PC... ever. We take an in-depth look at the first playable version of the game and look to the future to see what the finished product will include.



#### BLUEPRINTS

#### Afterlife

LucasArts surprise us all by producing a supernatural strategy game set in heaven and hell. Has someone been putting something funny in the water at the Lucas HQ?

#### 22 Actua Soccer Euro '96

Actua Soccer is arguably the best soccer game of all time... PC Zone takes an exclusive look at the sequel, complete with its official Euro '96 licence thingy.

#### Vikings!

Rape, pillage, plunder and er... fiddle about with your mouse in this new strategy game from GT Interactive.

#### The Pandora Directive 28

Access finally unveil the sequel to Under A Killing Moon, complete with aliens and Roswell stuff.

#### **Theme Hospital**

33 Bullfrog are just about ready to throw us another weird one. A sim game about a hospital... and somehow they've managed to make it seem fun.

#### Blam! Machinehead

Er... it's a girl with enormous tits strapped to the top of a guided missile. And it's the new 3D shoot 'cm up from Core Design. Erm... excuse me?

36

38

#### **Fable**

26

The next glut of point-and-click adventures is likely to start any day now - and Telstar's new effort Fable is among the better looking ones.

#### **Pray For Death**

Cheap beat 'em ups ahoy! Virgin show us their forthcoming Rise Of The Robots beater. That'll be hard then.

#### Terra Nova

42 Looking Glass Technologies' 3D robot blaster is very nearly finished... and about bloody time too.

#### **Zork Nemesis**

The sequel to Return To Zork that's actually the prequel to the entire Zork series. Er... hang on a mo'.

#### **Dir.**ectory Actua Soccer Euro 196 Afterlife ATF **Blam! Machinehead** C&C: The Covert Operations Earthslege 2 88 Fable 38 Kingdom O'Magic 63 Normality 58 PGA European Tour **Pray For Oeath** 41 Speed Haste Spycraft S.T.O.R.M. Terra Nova Theme Hospital 33 The Pandora Directive 28 Virtual Snooker Zork Nemesis

#### REVIEWS

#### 58 Normality

Gremlin's ambitious 3D point-and-click adventure proves that you can still muck around with genres and come up with something new.

#### Kingdom O'Magic

More point and-click fun, but this time with stereotypical gay hairdressers and women with huge boobs. Apparently it's quite funny sometimes.

#### C&C: The Covert Operations 67

Argh! Spooge. Spooge...

The mission disc for Command & Conquer is here - and it's totally bloody hard.

#### Earthsiege 2

Earthsiege is widely regarded as the best of all the big robot games, and now there's a sequel with better graphics,









#### **Speed Haste**

Imagine a cross between Virtua Racing and Daytona USA that only costs twenty quid and doesn't look quite as good.

#### **PGA European Tour** 72

The greatest golf game in existence gets de-Yanked and tweaked a bit. Another classic from EA Sports.

#### ATF 76

The US Navy Fighters engine gets seriously spruced up and then introduced to a large number of 'conceptual' aircraft. Seriously good stuff for the propeller heads among you.

#### S.T.O.R.M.

Er., hang on, this looks like Scramble, but with much prettier graphics.

#### Spycraft 84

Activision have surprised us all with this one. Basically it's a 'spy simulator' with loads of FMV, loads of puzzles and some of the most original features we've seen for a long time.

#### 87 Virtual Snooker

A year after Virtual Pool, we get the same game, only this time round it's with snooker balls and loads of FMV of Steve 'intensely dull' Davis. A complete video of a 147 break, anyone? No?

#### Pick 'n' Mix

Short, run-on reviews of the other games we received this month, plus budget releases from Kixx XL and White Label.

#### Quake

49

The first proper look at the most important game ever to grace the PC.

#### 10 Ways To Speed Up Your PC 105

We show you the best ways to make that sloth of a PC a bit faster... and let you know which ways are cheaper.

#### HARDWARE

**Gravis GRIP** 

SoundBlaster AWE32 PnP

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#### COMPETITION

#### Congo

46

Win one of 20 pre-release copies of Congo on video! Be the envy of your friends and family by being able to watch it loads of times before anyone else has had the opportunity.

#### REGULARS

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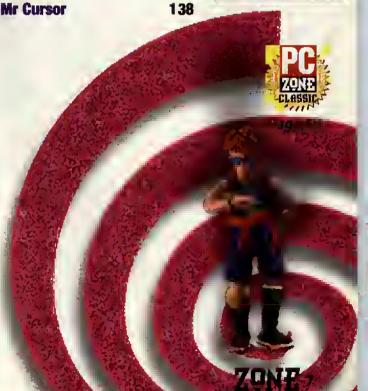
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## C:\>Cover

Pop the disk in the floppy drive and launch the setup.exe from either the File Manager or Run... menu. The game will then Install to the directory of your choice and create the appropriate

It's Windows 3.\* or 95.

To run the AOL disk insert the floppy disk and run <SETUP.EXE> to install.

Program Groups on your Desktop, whether

Gearheads (Philips)

Bit of a weird one thisl Each player starts on opposite sides of the board with a boxful of wind-up toys. Using various items out of this box you have to get 21 toys across to the other side of the board to win. Full instructions and control options are included within the game's help menu.

Controls: Keyboard Specifications: 4Mb, Windows

AOL (AOL)

The latest version of the America On-Line access software. Ten hours free usage courtesy of *PC Zone* and AOL, Internet and Web access is included as standard. The software is very intuitive and a breeze to use, but if all this on-line stuff is new to you there is a full help file within the package.

Controls: Mouse Specifications: 4Mb, Windows





(Right) Get online the easy way with AOL and enjoy ten hours of free access time. (Right) Jump about and shool things in the splendid *Terra Nova* demo.



To access the plethora of orgasmic playable demos on this PC Zone Cover CD change to your **CD-ROM** drive letter and type <PCZONE>. The menu is easy to use and simply clicking on the icon of the demo you want to run with the left mouse button will launch the installer for it automatically - just follow the on-screen instructions. Windows 95 and Windows 3.\* users should follow the same procedure, but from the DOS prompt. To access the Windows programs and demos please launch the <BROWSER.EXE> file from Windows Explorer or File manager and doubleclick the required program, utility or demo to install/run.

#### PLAYABLE DEMOS

Terra Nova (VIE)

Looking Glass Technologies caused something of a storm last year with the release of Flight Unlimited. Now, take 10

#### No CD?

If you are unable to get your grubby paws on the CD issue, then fear not! Simply fill out this slip, enclose your HD from the cover plus a cheque for a whole £1 and send it to:

Miles Tuder, CD Exchange (3B), PC Zone, Dennis Publishing, 19 Belsover St, London W1P 7HJ

Your Details	(Please	print	clearl	V):

Post Code: .....

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COs from previous issues are also available.

Phone Miles (never before 11.00 am ) on: 0171-917 7693





the skies in their latest mission-based 3D action blast from Virgin. This fully playable demo gives you a good idea of what the final game is like – we reckon this is one of the smoothest and best looking 3D engines we've planted our eyes on for a while. Similar to Terminal Velocity in appearance but with a vastly superior landscape generation routine, it's impressive stuffl If you have trouble with the game, look at the readme,txt file in the Terra Nova directory,

Contrels: Mouse, keyboard Specifications: 8Mb

#### Grand Prix Manager (MicroProse)

To celebrate Damon Hill's victory at the opening Grand Prix in Melbourne try and see if you can help Herr Schumacher do a better job. MicroProse do the FIA license some justice at last in this playable demo of the first GP Management game to hit the PC. All of the actual drivers, cars, teams, sponsors and circuits are included as you progress through the 16 races of the season seeking victory in the driver's and constructor's World Championship,

Controls: Mouse Specifications: 8Mb, Windows

#### Top Gun (MicroProse)

Cheesy Ray Bans and Tom Cruise analogies in this interactive Windows presentation provide you with the latest low-down and information on one of the biggest licensing coups of last year. Browse through this extensive multimedia presentation of one of the better flight sims. Parts of the game are on



show, as well as movie clips and music from one of the classic films of '80s.

Controls: Mouse Specifications: 8Mb, Windows

#### Virtual Snooker (Interplay)

Do you remember Virtual Pool? Bloody excellent, wasn't it? Well, this is the snooker version, fully playable and completely addictive. Use the mouse to position the cue and then hold 'S' and 'hit' the ball. This game still has one of the most intuitive systems we've come across, and uses the same engine as Virtual Pool, but there are more balls and, er, well it's snooker.

Controls: Mouse Specifications: 4Mb

#### Azrael's Tear (Mindscape)

Running this demo in hi-res, this firstperson 3D adventure looks and plays incredibly well. This is brought to you courtesy of those very lovely people at Mindscape and Intelligent games, who you may recall were responsible for the excellent Sim Isle.

Controls: Keyboard, mouse Specifications: 8Mb

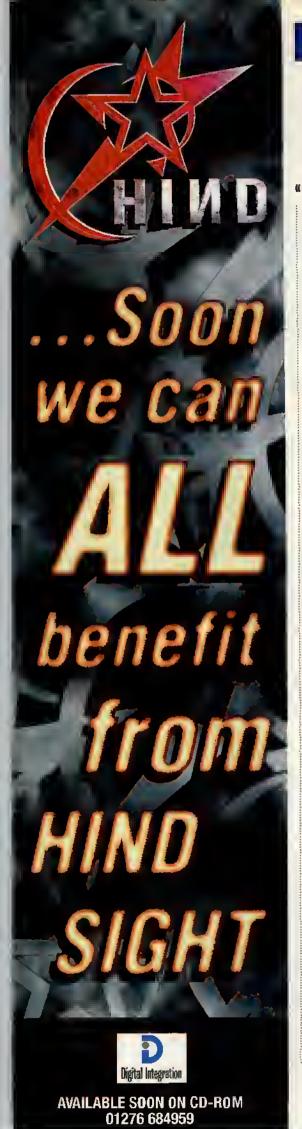
#### Gearheads (Philips)

Please refer to the description in the HD section on page 8.

#### Seek and Destroy (Epic Megagames)

Apparently sharing the title with a rather good Metallica song, this is the latest shareware game to come from Epic Megagames in which you have to guide a tank around the war torn landscape annihilating everything in your path. Guide it through the fully-rotational 3D landscape using the radar at the bottom of the screen to find the enemy bases – and when you have, blast the crap out of them and then run off very quickly before they get the chance to radio their friends for help. This is the full shareware version of the game, don't forget to register with Epic!

Controls: Keyboard, joystick Specifications: 4Mb



#### DIR.ECTORY

(Right) Do they have low gravity in the land Kingdom O'Magic or do they all wear Wonder Bras? Play the demo and find out.



#### Kingdom O'Magic (SCI)

This is huuuge!! One of the biggest and best looking arcade adventures for ages, with plenty of 3D animation and character interaction to get stuck in to. You'll find full speech and character interaction in this comedy graphical caper where the busty heroine is confronted by strange mythical beasts and the attentions of randy, wandering warriors – uh!

Controls: Mouse

Specifications: 8Mb, Windows

#### Strife (Rogue Entertainment)

Rogue Entertainment have got their mitts on the Doom engine and produced another first-person adventure. But shock horror, you can talk and interact with characters. It's great – kill an innocent shopkeeper with a punch to the throat with a spikey glove and you can then fight all the guards that turn up after the alarm has been raised. Or you can be a bit of a wuss and play the game 'adventure' style! Type <setup> at the Dos prompt to allocate your sound card and keyboard configuration; the default is the Doom set-up.

Controls: Keyboard, mouse Specifications: 8Mb. DOS

#### Help!

ne CD not working? HD playing up? The PCs just being a lotal bast? Then just relax, chill out, have a cold shower and then phone the relevant help line:

#### **HD DISK HELP**

Phone Matthew on 01274 730000 Any week day between 9am and 4pm,

#### **CD-ROM HELP**

Phone Miles Tudor on 0171-017 7003

Any week day between 11am and 6pm.
(DO NOT phone earlier as your
calls will NOT be answered.)
If you are calling either help line, then
please take note of the following points:

- If possible have your PC operating and near to the phone when you call.
- If this is not possible, note down as much relevant information as possible le system type, sound card, RAM etc plus the nature of the fault.
- Make sure you have a per and paper to hand when you call to jot down the relevant into.

#### Allied General (Mindscape)

Hex fans and strategy heads aboy, this is your dream come true! This playable demo of everyone's hex heaven has one of the best wargame engines we've seen. Fairly complicated for the casual gamer but well worth the time and effort once you get stuck in and are used to the menu systems and strategies. Using the mouse simply click the units you want to move or send into battle and click on the enemy units to attack them. Relive some of the classic battles throughout the WW2 Africa campaign.

Controls: Mouse

Specifications: 8Mb, Windows 95

#### Bud Tucker In Double Trouble (Merit)

Rik Mayall adds his unique blend of insanity and humour to this graphic adventure. You can guide Bud through the various scenes with the mouse – use the simplistic description icons at the bottom of the screen to perform actions and initiate conversations and stuff.

Good, solid, wholesome fun!

(This was a late arrival so it's not listed on the CD label.)

Controls: Mouse Specifications: 8Mb

#### Thexder '95 (Sierra)

If you like guiding small blokes around complicated levels collecting weapons and shooting things, then this is for you. Guide Thexder around the demo levels collecting power-ups, jetpacking about the place and shooting bad guys.

Controls: Keyboard

Specifications: 8Mb, Windows 95

#### WinCim 2.01 (CompuServe)

This most recent version of CompuScrvc access software includes Web and Internet access and free access time. Newbics to CompuServe should check out these forums to get them up and running. Hit the 'Go...' button and type <action> <a href="#"><GAMEPUB></a> and <VIDEO GAMES> to access the three best game areas around.

Controls: Keyboard, mouse Specifications: 4Mb, Windows

#### UTILITIES

#### **Essentials**

Sorry – this month's disc is packed to the rafters so the essentials had to go! See you next month... z

# REMEMBER WHEN WAS HELL? THOSE WERE THE GOOD OLD DAYS

## COMMAND

THE COVERT OPERATIONS

MISSION DISC

- 15 new missions fit for heroes
  - 10 new multi ployer orenos for network ond modem ploy
- New soundtrock that can be played an yaur hi-fi.

You must own the original Command & Canquer game to play this product.

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Westwood



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Command & Conquer - The Cavert Operations \*\*

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## Command & Conguer: Red Alert

(Above right) Expect

more of the slick cut-

scenes and another In-

ver-face intro to keep

you gagging for more.

(Left) No real changes

In style as far as the

In-game graphics are

concerned, but then

that's not such a bad

(Below right) Still no

sight nor sound of a

hi-res mode, but

Westwood recken

they've developed a

much tighter Al and

eliminated the niggling

bugs that pestered the original game

HE SEQUEL TO QUITE POSSIBLY ONE of the greatest games ever is now very imminent - well, ear-marked for around September anyway. Command & Conquer: Red Alert is not a sequel in the real sense of the word, but more of a prequel, as it is set before the original Command & Conquer 'happened'. Why? Well apparently, Westwood have decided to go back to the very beginning and try to set the story straight as far as the rise to power of the infamous NOD and explain just how and why Tiberium came to be so important.

The tale will be told in the familiar in yer face video flick fashion and there will be loads of the ultra cool cut-scenes interspersed between all the action to



keep the plot rolling along at a respectable rate of knots.

> And as far as the actual gameplay is concerned. Westwood maintain

coming up with some stupendously tricky missions (if you've seen just how hard The Covert Operations mission disc reviewed on page 67 is, you'll know that they mean serious business), they've

that as well as

been tweaking away at the AI (Artificial Intelligence) and sorting out the one or two minor, but incredibly annoying, bigs that plagued the original game (ie those stupid harvesters and dubious

sandbagging shenanigans).

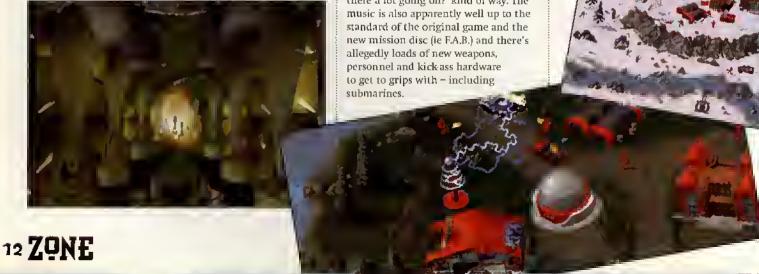
Graphically, it looks pretty similar to the original. There's still no sight or sound of a hi-res mode, though if the screenshots we've got are anything to go by, it still looks hunk, and indeed dory in an 'I know I'm small but isn't there a lot going on?' kind of way. The music is also apparently well up to the standard of the original game and the new mission disc (ie F.A.B.) and there's allegedly loads of new weapons, personnel and kick ass hardware to get to grips with - including

Westwood are also

rumoured to have been developing the multi-player network side of the game (which, if you haven't played it yet, is quite tremendous), though there is no official line on whether Red Alert will be Wireplay compatible. Let's hope they sort something out sharpish.

With the Bitmap's Z still tucked up in bed catching up on its beauty sleep while the team tear all their hair out trying to get the network play well and truly sorted, it's feasible that Westwood could pull off the coup of the decade and manage to get a mission disc and a sequel out in the same time that it has taken the Bitmaps to produce Z. Now

that would be something.





MicroProse are hard at work on the third instalment in the phenomenally addictive X-COM series. The next game in the series is being designed by the Gollop Brothers, the team behind UFO - Enemy Unknown. Anyone tamiliar with the first two games will remember the addictive turn-based strategy sections. Apocalypse will still offer players the option to tight their battles by taking turns against the computer,

> but it will also have a new real-time option tor even more realistic battle action.

> > We were given an early preview of the game and it's tooking superb, even at this stage in the production. The tamiliar 'Geoscape' has gone and has been replaced with the much bigger and far more detailed 'Cityscape'. The game is set in a city called Megalopolis, where you'lt find most of the characters, including councillors, corporate bosses and gang leaders. As leader of X-COM, the player has to monitor his relationship with all of these

factions as well as keeping an eye on the alien threat. The X-COM agents in the game are now more competent than ever before, with new abilities

such as interrogation, engineering, driving and flying skills, making them more effective in the battle against the aliens. In addition to this probably the biggest new teature is the addition of a network option, which will allow you to take on your mates at world management once you've completed the proper game.

We are hoping to pay the developers a visit very soon to take a closer more in depth look at how they're getting on with the game, so look out for a full preview next month.

### Lands of Lore 2



With occent rpgs thinner on the ground than Norwich City supporters, fans of the genre witl be pleased to hear that Westwood are stitt working hard on the sequet to Lands of Lore. Virgin can't telt us much about the game

at the moment, but the PC Zone crystal ball tells us that it will probably be in svGA, and is likely to be even bigger and better, and also wash whiter than its predecessor. We're also prepared to lay money on the fact that it will feature spellcasting, roleplaying, and a character development system that makes all the people in your team get better at whatever it is they're doing as the game progresses. Either way, it's bound to be a massive improvement over the first game, considering

playable 'til early next year. (Below) RPGs have

(Above) Yep, they're

still hard at it, but don't

expect to see anything



that it's taking Westwood an absolute age to get it all together. Hopefully we'tl see a much more realistic playing environment (Ultima Underworld 96 perchance?) and an enhanced Al engine. We'll be keeping an eye on this one as it's quite possibly going to be one of the biggest releases of the year, atthough Virgin have voiced fears that the proposed on-sale date could possibly slip into next year. In the meantime though, here are a few screenshots to whet your appetite (which we suspect are from a pre-rendered intro or something).

(Left) Hopefully the parking facilities in X-COM: The Apocalypse will be better.

(Far left) As well as a lush new graphics style, players can got to play Apocalyose in real-time or in the good old-fashioned 'turn-based' mode. Multi-player network play will be supported too.

#### Dispatches

#### +++ The Home PC Show

If you're looking to buy a new PC, upgrade your existing system, or you just want to know more about getting on-line or how to use the internet, then you should make your way to The Homa PC Show et Earle Court batwean 30 May and 2 June.

This year the show teatures a special On-line and Internet' area, free advice theatres, Interactive demonstrations, interact tutorials and special show offers from the likee of HP. Compag, UK On-Line and Dorling Kindersley, while auparmarket glani Tesco will be launching their new on-line shopping service.

Cell the ticket hotline on 0171-341 0010 or ass the Web elte at http://homepc.co.uk tor further details.

#### + Perfect Strategy

Instant Access have just announced details of a brilliant new strategy compilation package. For just under 30 quid you get the classics Battle isle 2, Titan's Legacy and The Patrician which together had an original recommended retail price of over £110. The three geme pack should be evalleble by the time you read this and is expected to retail for £29.99 or less. Contact Instent Access on 0181-205 2596 tor more information.

+++ Formula for success
With MicroPrese's F15P2 only just on the shelves, three other publishing houses have let allp that they are currently working on their very own Formula One games. Firstly, there's Pole Position; Formula 1 Team Manager from Anco, a sort of management aim that's due out next month; then there's the game known only as F1 which we can reveal is currently being developed for both the PSX and the PC; and last but by no means least, we've just heard that Novalogic are also working on e "top secret" Formula One game, though no one will contess to knowing enything about it. As eomeone seld once: "You saw It have first."

#### +++ Archer Maclean is back

Virgin Interective have signed up gaming guru Archar Maclean to work on a whole range of products due for release next year, This time round Archer has abandoned his one manband approach and is currently assembling a new development team to be known as Awesome Oevelopments, Presumably he got lonely sitting in his Ferrari all by himself.





(Far left) Bryan Gunn makes e dramatic save (if only the rest of Norwich could get their ect together).

(Left) Ipswich Town's Simon Milton shows off his ball skills.

(Below) Developers Phoenix try and motion capture Bryan Gunn doing the Can-Can.

#### Dispatches

#### +++ EA get McLaren

EA haven't got a Formula One game in the pipeline (as far as we know), but they have just announced details of a new pertnership with 1995 Le Mans champions McLaren. McLaren At Le Mans is due tor releese later this year and will allow players to get behind the wheel of one of the exotic McLaren F1. GTRs which can reach speeds of up to 220 mph. As well as featuring FMV loolage of tast year's race, the game will sport a simulation and ercade mode, which means players can take part in fully simulated races which last up to 24 hours (1). To make it extra reelletic, the developers have used the actual physics models that calculate slip engles, wing loadings, tyre pressures and euspension etc. while the lexture mapped cars, course and objects heve been created using Microsoft Oirect 30, one of the most advanced 3D engines available.

Look out for a full preview of *McLaren '96* In next month's lsh.

#### +++ Anime screensaver

Il Japanese fislicuffs are your thang, you might be interested to hear that Anime Projects heve just released e ecreensaver based on the 'Bubblegum Crisis' hyper high-lech eci-ll ection series. The screensaver features detailed mages and FMV segments of The Knight Sabers, the techno-glamourpuss cyberheroes of the hit television series who pop up when your machine le idling and perform all kinds of uber fislicuffs. As you might expect, The Knight Sabers screensaver is elso equipped with such useful things as password protection, mouse location start-up end other customisable features. It's

even work on a Mec.

For further details contact

Anime Projects on 01248 370044.

Windows 3.1 and 95

compatible, and will

## +++ Telstar announce big signings Telstar have brought in three heavyweight signings to promote their brand new footle game cafed Onside.

Oeveloped by Midlands-based Elite
Syelems, Onside features "Intuitive, realistic"
gemeplay, a full match commentary and a
powerful 30 engine developed in-house. It
will also sport inner perimeter edvertising by
tast tood glants McDoneld'e, Reebok ere using
the game to promote their new 'top secret'
soccer brand in May end Manchester United
keeper Peter (Rudolph) Schmelchel hes been
hired to promote the geme in the UK.

Quite whether the game will live up to the massive expectations of the producers is anyone's guess, though the siluetion should be a lot clearer come 22 Mey, when the game is launched el the European Champions Leegue Finals in Rome.

## Phoenix Soccer

It seems that everyone and his dad are working on a football game at the moment, and Mindscape are no exception. Their football game is so cutting edge and new that they haven't even given it a name yet, so it's being codenamed *Phoenix Soccer* after the team who is developing it.

What they are shouting about however, is the impressive fact that they've managed to get Scottish International and Norwich City keeper Brian Gunn and tpswich Town's midfield maestro Simon Milton to help out with the motion capture stuff that will be used in the game. "We want the players in our game to move as realistically as possible, so we've got two top professionals to come in and be motion captured. It means a lot of extra work, not to mention cost to get professional footballers to come in, have plastic balls stuck to their bodies and dive around the place, but we feel it'll be worth it," maintains the lead artist at Phoenix, "Hand-drawn and animated sprites like those used in FIFA look very dated now, and we want our game to be real cutting edge."

As far as in-game stuff is concerned, Phoenix are playing things very cool and remaining tight-lipped as to exactly how it will look and play: "It's going to be a sort of mix between Actua Soccer and FIFA," reveals the lead programmer. "What we've tried to do is take the speed and presentation of FIFA and mix it with the detailed and smooth graphics of Actua. The result is hopefully players that look as detailed as those in Actua, but move

as fast as those in FIFA."

So if all goes to plan it should look and move like Ginola, but what of the gameplay?

"At the moment we're toying with all the different playing styles and working on the AI—the most difficult bit. We all love playing footie games, but we all like different ones, I'm a great fan of Actua, the artists are still playing Sensi and the other programmers all swear by FIFA, so what we're trying to do is implement all the styles and features of each game and then let the player decide how they play—whether they want the ball to stick to their feet or fly around the pitch, for example. Everyone's got their own ideas about how a football game should look and play,

hopefully what we're working on will do the impossible and appeal to everyone who likes football. It's a tall order, but we're confident that we can do something pretty special."

Phoenix Soccer is due to be released at the end of the year.



### EA have gone Fishin'

In an attempt to boldly go where no software publisher (except Sierra) has gone before, Electronic Arts have decided to release a fishing simulation from developers American Softworks Corporation.

Curiously entitled TNN Outdoors Bass Tournament '96, it features six SVGA 'Virtual Lakes' from around the USA (so they're quite big), where players can catch such fine-finned fancles as bass, crapples and catfish (among others). As you'd expect there's loads of different lures, bait, rods and reels to choose from, two hidden lakes (?) and on-line help from US fishing expert Fish Fishbourne (that's his real name, honest -If you don't believe us phone EA), who will pop up now and then to give you helpful tips on how to land the biggest catch of the day. Once you've chosen your tackle, it's time to pull on your waders and start that outboard. When you've lound a suitable spot, you cast out and wait 'til you get a bite, controlling the drag and run on the bait to keep it at the appropriate depth using your mouse button. All simple stuff you might think, but the tricky bit comes when you get a bite and have to start reeling in your fish without breaking your line, which means cerefully controlling the drag and

tension -- gripping stuff, it might sound a bit anal, but etter one or two casts, you really will be hooked (ahem).

Undoubtedly, the best feature of TNN Outdoors Bass Tournament '96 however, is the fact that you get to hump around the lakes in a mini speed boat as you search for fish using your on-board ultra-sound. There's no water ski option as yet, but there will be seasonal weather conditions to contend with and three levels of play: Free Fishing, Junior Tournament and Senior Tournament.

TNN Outdoors Bass Tournament '96 is due tor release at the end of April.



### Superheroes

tollowing the success of X-COM, MicroProse are working on a new turn-based strategy game, which takes a similar vein but has fantasy characters taking the lead role.

Superheroes (working title) gives you your very own team of superheroes to lead into battle against the forces of the Claw, the Tech Lords, and tha Shadowyn. You'll come up against combat troopers. ninjas, warbots, mutants and arch criminals as you struggle to find the locations of the three villains' headquarters. The heroes you control in the game will develop special abilities allowing them to fly across the landscape, teleport and use X-ray vision. against their enemies

Superheroes is still in an early stage of development vet, but look out for a preview next



#### Doggy style for Windows

INDSCAPE HAVE SIGNED UP THE CANINE Y sensation that has been sweeping the nation Stateside known as Dogz

Simply by downloading the demo from the net, or accessing it via a cover go. Po users can choose from five different breeds of computer generated puppies and choose to adopt one, making it their very own. As time goes by, your puppy will eventually grow into a blg strong Windows muft who you can teach tricks and leave to guard your PC when you're not around. Take care however 1- feed him loo much and he will lie around and sleep all day. but fail to give him enough attention and he'll become withdrawn and unfriendly, Each dog develops its own traits, personality and looks and is guaranteed to be a friend for life,

The full product is available from Mindscape for £14.99 (01444 246333) or you can access the demo from the Mindscape Web site. A Calz disk is also apparently on the way, which will

walk around VOILE screen ignoring voil and messing ир уонг



### Flight sticks on a budget

pectra Video have just announced a new line of flight sticks for those not mad enough to go out and spend hundreds of pounds on the heavyweight Thrustmaster gear to play their two flight sims, called Flight Force. Two flight sticks will launch the range. First up is the PC Flight Force Joystick, which features four independent 'Smart' autofire switches, an analogue throttle control, four way view switches, unique 'Mega Zoom' calibration and a strong heavy

base for extra stability. The PC Flight Force Fire Control System is designed to be used in conjunction with the Flight Force Joystick and teatures nine programmable buttons (with memory back-up), a four-position analogue throttle control (off, idle, afterburner and full throttle). a mufti-viewer, an LED status Indicator and the same unique Mega Zoom calibration.

You can't expect these sticks to compete with the more expensive ones, but at just £39.99 and £49.99 respectively, It's a pretty cheap way ot getting your hands on some dedicated flight sim controllers.

Contact Spectra Video on 0181-900 0024 for further details.

### The Rise & Rule of Ancient Empires

TET ANOTHER CIV-STYLE STRATEGY SIM COMES lolloping onto the scene, this time from Sierra. The Rise & Rule of Ancient Empires is not just your average 'sail about and colonise' affair however, as it spans 5000 years and players can opt to play as any one of the six great historical empires (Mesopotamian, Egyptian, Greek, Roman etc). Each historical 'age' features building and architectural styles of the era, and players can 'command and conquer' the surrounding environs by fair means or foul, choosing to develop their military might . or forging links with their trading neighbours. Unlike most other strategy titles that require the player to spend at least 30 hours going through the game before reaching the meat, Ancient Empires can be played in just two to four hours depending

on the difficulty of the scenario (apparently there are loads). Four-way network or modem play is also supported, and there's an on-line help and tutorial facility to get the player into the game with the minimum of fuss.

Ancient Empires is due for release in April from Sierra and will be Windows compatible.



#### **Dispatches**

#### +++ Piranha

Newcomers to the PC games market OTM have a trenetic new 360 degree arcade shoot 'em up on the way, enlitted Piranha. Best described es an Asteroid clone for the '90s, It's e spinny. shooty, thrusty about the screeny effelr thet will no doubt appeal to the hardened ercade tan who was brought up on a diel of Dexy's Midnight Runners, Galaxians end the etorementioned ercade classic Asteroids and is sickening for some good old-tashioned shoot 'em up action. As well as e massive 120 levels, there ere heaps of power-ups, bonus levels and a three-player deathmetch mede. Picanha will also run quite happily on a 4860X with 4Mb of RAM, so it you fancy some 2D blasting from the past, give OTM a call on 01827 312302 to find out more.

#### +++ More Worms

Worms: Reinforcements from Team 17 Is set to take the highly popular strategy game to new heights with a completely new mission-based single player game in response to the criticism that the original game was a tad boring in single-player mode. The new mission disk tealures six new audio tracks, new weapons end all sorts of other completely new things that Team 17 believe will enhance the singlegleyer experience, Reinforcements should be out by the time you read this. The price hasn't been confirmed yet, but if you're asked to part with mere than 20 guld we reckon they saw you coming.

#### +++ More Hexen

Hexen addicts desperate for enother fix of their fave game will be relieved to know that a rather comprehensive mission disk for the game is on the way.

Hexen: Deathkings Of The Dark Citadel takes up the story where Hexen left off. Having tought your way to the end of the original game and got hold of the coveted Chaos Sphere, the new game begins with you being transported to the reelm of the dead where your sphere is useless. The only way te get out of this place is to go and find the Deathkings of the Dark Citadel and give them a good kicking. The game taalures 20 brand new levels, as well as special additional Deethmatch levels, all of which have been designed by Raven and id. Deathkings Of The Dark Citadei should be out now for a smidgen under £20, For more intermation, call GT Interactive on 0171-258 3791.



# BULLETING SIZES (Left) Toobers: Surf & Destroy - coming soon from Groller. Indeed a summer of the summer of the

First up is the highly original *Banzai Bugs*, an arcade style 'Fly-ght Sim' with a difference. Players control their very own airborne bug which they must use to drive unfriendly humans out of their home so they can live in peace. The game features cartoon-style graphics, a fixed 'chase' view and a multi-player network option and is expected to hit the shelves in May.

On a more serious note is *Battle Of The Ironclads*, an American Civil War strategy simulation that recreates the naval battle of 1862 between the Confederate's 'Virginia' and the Union's 'Monitor' ironclad battleships. As well as giving players the opportunity to recreate and replay this historic battle, there are numerous other scenarios to play out, as well as the option to go head to head using a network or modern.

Sticking with the strategy theme, Battleships Of Stone is a first-person perspective medieval strategy game that requires the player to protect their castle from marauding miscreants set on taking it over. Players have to consult with architects on how to best prepare and detend their castle while taking care to keep their personnel ted, watered and fighting fit. This unique game sports a powerful 30 engine that allows the player to walk around their castle, plus FMV excerpts

to add atmosphere and pace to the siege sequences. Battleships Of Stone is due for release in the summer.

Also due tor release later in the year is the oddly tittled *Toobers: Surf And Destroy*, which is best described as a 30 puzzle/action/adventure game. Then there's *Engines Of Change*, a 'science tantasy' interactive adventure game based on real events and places developed by Vortex, and lastly comes *The Perfect Assassin*, a fantasy RPG set in the mould of science fiction comics.



(Right) Millennium reckon that The Al In Deadline Is so advanced it learns how you play and then starts to anticpate your next move - pretty clever stuff, eh?

(Above) Banzai Bugs: a

new and highly original

arcade-style fly-ght sim

due for release soon.

### Deadline

eadline (don't we love that word) is a new strategy style game from Millennium that looks not unlike Jagged Alliance from SirTech (and released by Mindscape) with a dose of X-COM and maybe just a dash of Syndicate thrown in for good measure.

Viewing the action from a 30 isometric angle, players must direct their squad of crack tough blokes through a variety of missions, blowing lots of things up and shooting nasty terrorist type blokes. As you'd expect, there are loads of different characters to choose from (each with their own particular strengths and weaknesses) and codles of different missions to complete. Millennium have apparently spent ages developing an Al-(artificial intelligence) that's so damn clever, it actually learns and anticipates the player's next move! We'll find out whether this a complete load of cobblers next month when we review it - until then you can ring Millennium on 01223 844894 to find out more.



## Rally Fever

TEAM 17 ARE PUTTING THE FINISHING TOUCHES TO THEIR NEW driving game, World Rally Fever,

Team 17 have focused squarely on pure arcade action, so players won't have to waste time messing about with setting up their car before they race. With Rally Fever you simply jump into your motor, stick your foot on the accelerator and disappear into the sunset.

You can hurtle your buggy around 16 tracks, with ten

locations to choose from, all the time dropping boxes on the road to piss your opponents off. Power-ups come in the form of turbo boosts, invincibitity pick-ups, and various weapons. The locations you can drive around in include the English country-side, the Nevada desert,

Downtown Tokyo and the snowy Tibetan mountains.
Rally Fever should be out by the time

you read this. For more information contact
Team 17
on 01924
267766.



### Brave new wheel

Interactive Racing Ltd are about to give Thrustmaster a run for their money in the PC driving accessories arena, with the release of their new driving wheel and pedals, The GP500 Race Centre kit consists of a 10-lnch race wheel, F1-style paddle gear levers, a separate pedal box with accelerate and brake functions, two steering mounted push buttons and a multicolour LED gear change/systems indicator. It you're mad you can buy a VMS unit (which apparently gives you the feeling of movement) and a Turbo Blower (which, er, creates the illusion of speed), it you're terminally insane, you can buy an F1 race car bodyshell and stick the whole lot in there, as the Race Centre has been designed to fit into one of these 'prefend' cars, if you're loaded and want the full experience, you

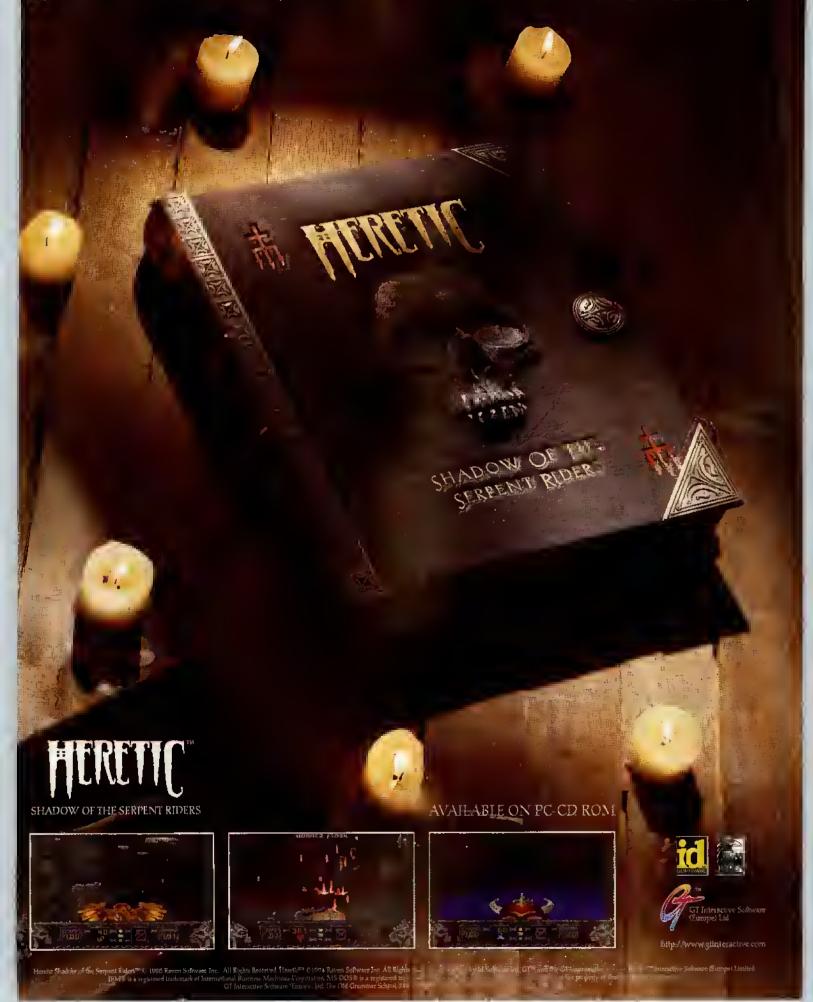
can buy a real Formula 1 car for a tew million pounds and drive it round your kitchen or something. The GP500 retails at an astonishing £249.99 (plus VAT) and is fully compatible with all your faves, such as F1GP2, IndyCar 2, Screamer, The Need For Speed, NASCAR etc. For more details contact RC Simulations on 01275 474550.



(Left) It's not exactly *Ridge Racer*, but then it's go! 16

different tracks.

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(Left) Cock things up and hordes of demons will destroy everything you've created.

## Iterlife

is there life after death? Why are girls crap at computer games? Will Chelsea win the premier league? Chris Anderson answers none of these questions in his preview of LucasArts' new strategy game.

UCASARTS SEEM TO HAVE GIVEN UP trying to produce another adventure to rival the famous Monkey Island series and instead turned their attention towards the world of strategy titles. Afterlife is a strategy game in the mould of Sim City, Transport Tycoon and Populous and all the other God games that put you in charge of hundreds of little people with the awesome task of managing their daily activities.

However, Afterlife is more than a little bit different to the aforementioned games. To start with, it isn't set in the



#### Product details

Developer: LucasArts

Telophone: 0171-368 2255

Format: CD-ROM Refease date: May

'real world' as we know it. It's an offbeat strategy game that lets you decide whether the lost souls from a humanoid alien world rest peacefully in Heaven. rot in Hell, or make their way back to the living world. Sounds weird? It is! The designers decided that a game with a real world scenario that put you in charge of real people (such as Sim City) wouldn't give them enough scope to create something genuinely original.

As Mike Stemmle, project leader on Afterlife puts it: "Afterlife isn't constrained by the built in rules and assumptions of reality based sims because after all, no

#### Publisher: Virgin

one really has much of a clue about the

#### Three steps to heaven

Probably the best way for me to get across to you how Afterlife plays is to take you through the Initial stages of the game. When you first start time is 'frozen'. There are three things you have to do before you start the clock ticking.

1. Build a gate. It doesn't matter whether you start In Heaven or in Hell, 'cos either way you'll need gates. Let's face it, you won't have many souls if they can't get into the bloody place.





2. Zone and develop areas for the seven deadly sins, and their opposite virtues. You decide whether a soul should be placed in a bad zone or a good one based on what they've done in their previous life.



3. Build Karma stations. It a soul believes in reincarnation, you'll need to get him back to his own world. Karma stations allow you to do this providing they are linked up to the correct portal. Once you've done all this you're on your own. Simply start the clock running and watch your world develop (or fall to pieces) before your very eyes.



(Right) Somewhat here appropriately, you get unco around Hell with the the phelp of London stag;

hereafter, including myself, It's an unconventional and unique take on the genre that's both irreverent and staggeringly silly."

Having had a lengthy go at a demo, I have to agree with Mike that it is indeed irreverent, although I must have missed something somewhere if I was meant to come across something "staggeringly silly". If anything, despite the 'wacky' theme of Afterlife, I still felt like I was doing all the same things I did when I played Sim City et al, such as building roads, looking at graphs full of statistical data and building places for people to live in. This may or may not be down to the fact that our demo doesn't have all the features that will be available in the final version - I'll be able to give you the answer to that when I get a look at the finished product. However, there was certainly enough to do in the demo to give me a pretty good idea what the game is all about,..

#### Save our souls

Despite being a reasonably complex strategy game, Afterlife is fairly easy to get into. You start off with a rather simplistic-looking screen that shows the so far uninhabited domains of Heaven and Hell. As the game progresses, lost souls will come to see you and you have to send them off to their rightful place (Heaven if they've led a good life, hell if they were rotters, and limbo if you want to bore them silly). If souls believe in Heaven, you'll have to pop them in there and build somewhere for them to live; if they believe in reincarnation, you'll have to find some way of getting them back to the world of the living. If

O CAR THE DOLL



you successfully place souls in their rightful place you will get 'pennies from heaven'. You can then use this money to further expand your realms, making more room for new souls in the process.

If you cock things up, your little reign as deity will come to a swift end. Various things can happen when this situation arises: for instance, you may see a disco dancer enjoying a boogie across the screen, destroying all your buildings in the process, or you may see the 'Hell Freezes Over' ending which creates an icy catastrophe that plunges the game

into deep freeze, or you may be treated to the zany 'Heavens Nose' ending... which shows a giant nose sucking up everything you've created,

All of this end sequence tomfoolery is no doubt meant to add to the 'wackiness' of the whole game, but I've got to admit it didn't do all that much for me, However, there are certain elements in Afterlife that give me reason to believe that LucasArts may be on to a winner. The on-line tutorial, for example, is an excellent idea – if you go through it step by step you'll be up and running in about 15 minutes. The ability to track individual souls as they wander around Heaven and Hell is quite impressive too.

Oddball qualities aside, Afterlife looks as though it could be a challenging and entertaining strategy game when it's finished. The graphics aren't up to much, but then seasoned strategists are quite happy to play games with knob presentation as long as the gameplay's up to scratch. We'll bring you a full review of the game next month. **Z** 



(Below) This is a graphic artist's representation of a soul. Convincing, isn't







Being bad's never been so good. Unleashed on PC CD.

BLLLFROG

the relation from



## ctua Soccer It's Actua Soccer. And It's the Euro '96 version. If Patrick McCarthy were to be named with equally rigid discipline,

(Below, right) I say, now he's a strapping young fella, Isn't he? He didn't have to bring his lunchbox with him onto the pitch though. Frm. each player is a lot more detailed than before and uses about twice as many polygons.

(Right) Although not fully implemented as

we go to press, the in-

considerably with more

game graphics have

animations for each

been altered

polygons and

player.

T WON'T BE LONG NOW BEFORE THE streets of our cities will be chocka with happy laughing foreigners. merrily getting in the way at the bottom of Underground escalators, a

plate of boiled beef in one hand and a flagon of warm beer in the other, daft flags painted on their faces, their

> hearts swelling with the joyous thought that their football teams are we going 10 do about it? (Apart fromenough to eat British beef, that is ... ) We're going to thrash them to within an inch of their lives, that's what

are the best. And what laugh at anyone stupid we're going to do. At Actua Soccer, anyway. Because the Gremlin boys have spent every day since Actua Soccer came out working on Actua Soccer Euro '96 -





the officially licensed game of the tournament. And there's lots of stuff that wasn't in the original, such as goalies who now act as if they might have a central nervous system. And other stuff. Let's get on with it.

There are many more motion-captured animations both before and during the game. At the start, for example, players no longer merely stand in a line wobbling their shoulders slightly from side to side like quadriplegics attempting one of



Showaddywaddy's routines - they have a whole new range of actions to perform. One might be jigging up and down to stay warm, another bending from side to side to keep his leg muscles stretched, while a third may be busy with his hand inside his shorts, making sure that he'll be in a position to impress the Queen when she arrives to (reluctantly) shake his hand. (At least it'll be warm.)

During the game, more animations show players pleading with the ref when they're booked, rolling about in pretend agony when they're fouled, and leaping feet first into the crowd when they're sent off. There are also new animations for the ref: firing off Nazi salutes, groping forward blindly while waving white sticks, drawing varicose veins on their spindly white legs with biros... oh, alright, we didn't see the ref animations. It's a fair cop.



#### Product details

Publisher: Gremlin Interactive Publisher: Gremlin Interactive Telephone: 01142 753423

Format: CD-ROM Release dete: May

#### **Blind Phew**

Talking of the partially

sighted, there have been a number of much-needed tweaks to the goalkeepers – for a start, they no longer stand rooted to the spot like a certain English goalkeeper in a certain Cup Winners Cup Final while the ball drops into the net behind them. Neither are they quite so crap at dealing with shots that bounce just in front of their feet (previously, when they fell to the floor you expected Barry Davies to shout, "Oooh, Vic, I've fallen.") Anyone who's seen the PlayStation version will have seen the improvements, and will no doubt be reassured to know that

they'll be included in this format.

The tackling has been improved as well. You now have the same 'speed burst' button found on the PlayStation version of the game, which lets you overtake the player with the ball. Up close, the same button acts as a 'steal' tackle, poking your foot out to nick the ball in a non-confrontational manner: further away, you can still slide tackle by using the other button. Combine a speed burst with a slide tackle, of course, and you'll be flying studs-first through the air like a jet-propelled Ray Parlour. Seconds later, you'll be off for an early dip in the communal bath, and your opponent's Achilles tendons will have twanged into the crowd and taken some poor punter's eye out.



(Above) All the squads have been updated, and if you're on-line you'll even be able to download each squad the day it's announced throughout the tournament.

#### Drop me a line

The free-kick routine in the original Actua was a bit lacking on the user-friendly front (basically, you lobbed it hopefully down-field) so there's a new feature for all dead-ball situations—lifted, if that's not too harsh a word, from another popular football game.



TURKEY CROATIA

15 SHOTS 18

6 SHOTS ON TARGET 9

45% POSSESIDM 55%

5 BOOKINGS 1

5 SENDING OFFS 0

1 GDALS 3

To put it simply, there's a dotted line showing the path the ball will actually take which you use to aim your kick; if the weather's a bit windy, the line will wave about a bit. The further apart the dots are, the harder you'll kick the ball. You increase the power by taking a longer run-up, pull back to raise the flight of the ball, and so on.

A similar system is also now used for penalties, except the ball path indicator moves from side to side until you press the fire button. A bit of a giveaway in a two-player game, you may think – and you may well be right. Greinlin reckon that the aftertouch facility means that the goalkeeper won't necessarily know where the ball's going... but I guess we will just have to wait and see just how true that is, won't we?



(Below) All the player stats have been refined so it should be a lot easier to compare players and select your squad.



All the real venues for Euro '96
will be featured in the game. In
other words, it you want to play through
a particular grouping of leams (and you
choose to play it properly with the default
settings), you'll be playing at all the big
wondergrounds of England: Old Trattord,
St James' Park, Gresty Road — they're all
there. It the teams play there in the real
thing, you'll play there too. (But you won't
have to spend hours sitting on a bus,

playing cards and listening to Luther

Stadia Gaga

Vandross betorehand.)
To make sure anal retentive types
don't start ringing up complaining that

there's a 17-degree slope on the roof, not 19, Gremlin have had 3D wireframe models of every stadium made up by an ex-architectural draughtsman. Then they've coloured them all in properly with crayons and stuff so lhal they look just like the real thing. So don't start moaning that the ladies' bog doesn't have a condorn machine (or, for that matter, a root or doors) in real life. If it's got one in this, it's there in the real thing, alright?

When you're selecting the stadium to play in, you'll see a little spinny-roundy version of each one. As if that wasn't more than enough in the architectural authenticity stakes, you actually play the game in the very same model of the stadium. (Only bigger, obviously, or you wouldn't fil all the players in.) It you're a regular at the stadium in question, of course, this means you'lf be able to pause the game, move the cameras about, and point out exactly where you normally sit,.. over and over and over again, until your friends countersink your nose with a toffee hammer to get you to shut up. Frankly, this shits on the head of EA's so-called Virtual Stadium technology - Then rubs it in with its own school jumper. (By the way, don't be surprised if you hear a bil of background grumbling at Wembley - thal'll be the poor sods in the crowd with the restricted views and the river of piss running beneath their seals. Ah, the home of foolball... you know It's respected and admired the world over, don't you?)

(Right) Gremtin have worked hard on the player Al and as a result the game should play a lot tighter. Each squad should also play as their nationality dictates: ie Norway will sit back and dafend while the Dutch will favour a passing game.

Team talk

Every team in the game has been totally re-graded, with players rated individually according to how they relate to everyone else in the tournament. Previously, they were worked out in a different way, (but don't ask me how or why). Their stats have been simplified, too, with certain ratings now acting as a sort of combined rating of other stats. As you progress through a tournament, they may become tired or injured, and their ratings will alter accordingly. Thus you will see power bars showing both their potential ratings and their actual ratings at the time. Russell Grant says; "An element of management and strategy will enter into your thinking at this point, unless you're completely stupid. Rest that tiring player, Rest him, luvvie. And stay out of the house on the 12th. to avoid an accident with hot chip-fat."

The thing about the team side of things is that nobody knows exactly who's going to be in everybody's final squad yet. And each team can only have 20 players. So Gremlin have attempted to cover themselves by providing stats and commentary for 40 players per team, trying to take into account anyone who may be on the fringes of selection, and even those who many think should be selected, but almost certainly won't be. Yes, Gianluca Vialli and Matthew Le Tissier are both in there.

spiritually uplifting thing is that when it comes down to the tournament itself, soon as the teams are announced for a particular game, you'll be able to download the players for your own

The wonderful, fab, gorgeous and (Balow right) All the venues hava been Gremlin will be setting up a Website measured and accurate with all the national squads on it: as 3D models have been created tollowing the exact pitch dimensions. Wembley looks particularly top. game. And they're planning to make



Barry Davies

Barry Davies is a patient man, He actually sat down and said the name of every player in every squad of Gremlin's 'possibles' for Euro '96 three times, in tones of rising excitement. There are around 40 players in each 'possibles' squad, and 16 squads, That's over 600 players, three times each, which is less than there were in the 44 team original Actua, but still a hell of a lot. He also recited scores for games covering every possibility from 0-0 up to 7-5, along with accompanying summarising comments. And he knew more about the teams, off the top of his head, than the people whose job it was to research them for the game. Truly, this man is the son of God.

Over 30,000 words of commentary have been sampled for the new game, among them such mid-game corkers as, "If you're in tale from work, I can tell you that the score is 3-1..." and loads of stuff for penalty shoot-outs, including, "He now gets the chance to make a name for himself - but who would be in his boots?



more formations available at the same rime. You'll be able to play through the tournament with the right team for every single match, Cool.

There's such a lot of other stuff that has been done to the thing, going from fairly basic stuff like graphical redesigns based on the proper Euro '96 fonts and emblems, to complex network facilities

and the option to play the whole game as one player, that there isn't room to go into it here. So you'll have to wait until we go through it all in the review - that is, if we're not all down the local pub watching the real thing. Just one rhing: they still haven't put the team selection screen in alphabetical order. Ger it right, chaps, ch? 7





## Wikings! Pirates Of I

Ethelred, Eric, Hagar The Horrible and Kirk Douglas – they've all boarded a long boat in their time. Rob Tribe Johns the Viking hall of fame and prepares to set sail.

## Pirates Of The North #



(Above) Another day, another village – just click on the turch icon to teach them a lesson.

(Above right) Time to choose your sex. Remember looks are everything in the Viking world, and the current fashion is hessian and hats.

OU CAN TELL BY THE EXCLAMATION mark after the word 'Viking' that this is going to be a hardhitting game. That's what being a 'Viking(I)' was all about, wasn't it? You got up, pillaged for breakfast, raped for lunch and raised great citadels to the ground for dinner. But no. Apparently, being a Viking is a lot more taxing than you ever imagined. You have to start with deciding whether to be male or female (were there female Vikings? Or were they just wenches?), whether to be Swedish, Norwegian or Danish and then you have to pick a name, or go with the ever popular Sven or Aesa, Anybody with imagination in the name choosing department will be severely hindered by the lack of space available - for instance 'Ozric the son Ollgaf burner of huts and fiddler with horses' is definitely out.

After making all these life-changing decisions and picking a skill from



anything as mundane as diplomacy to the more exciting archery, you get the shock of your life – you find out your village's leader has just been killed in a blood-fest and his death has left you in charge.

#### There's a tavern in the town

Before you have even a chance to burn anything down in frustration you're obliged to attend meetings and deal with a variety of village problems, such as the spread of anthrax, a spate of maniacal sheep-shaving or what type of scary head to stick on the front of your boat - you know the sort of thing. Then you get to promote people to generals, if you so wish - or deal with more village problems (apparently the women's knitting circle is getting out of hand). At any time during this you can decide to mount an expedition to seek out some people to conquer, but why on earth should you bother when you can still look for trouble at the market place and the tavern?

Ahhh, the tavern, home of ale and wenches, but while here you may glean that important piece of information to

#### Product details

Developer: Random Games Publisher: GT Interactive Telephone: 0171-258 3791

Format: CD-ROM Release date: May

help you to win a battle with a neigh-

bouring horde. Time to gather your crew and set sail.

And so off a fighting you will go,

And so off a fighting you will go, and on the way you'll meet other pirates who'll want to fight you with an assorted array of weaponry. When they're dealt with it's time to find a city; there you can drink at the local tavern. flirt with women and buy useful stuff at their market, with the advantage that you can burn their village to the ground before you leave to make your next conquest. The more conquests you make, the better things are for you, but be prepared to prove yourself more than once. Death and Valhalla awaits; so onwards my hornyhat wearing friends. Z



(Right) Popping down to the Boal Show to pick up a yachl is not an option. Pillaging costs, and right here is where you start paying — in sweat (aithough a hammer and nails is probably a better option).

(Far right) Check your maps, synchronise your sundials and you're off.







## The Pandora

The cold, lifeless corpse of a rather creepy-looking extra terrestrial. A bloody gorgeous pouting former Bond girl.

The dense fauna

of the Amazonian jungle. Is this one of **Charlie Brooker's** sexual fantasies? Yes. But it's also the sequel to the classic *Under A Killing* Moon. Get your drooling gear round this...

BRING YOU GLAD TIDINGS. REMEMBER Under A Killing Moon? If you're not familiat with it, or if you didn't like it, then shame on you. I thought it was fantastic: a thoroughly entertaining mixture of 3D exploration, point and click adventuring, and (brace yourselves) 'interactive movie'.

The player had to guide private detective Tex Murphy through a series of trials and tribulations revolving around some kind of murderous cult. Strong on gameplay (I couldn't drag myself away until I'd completed it), it also featured a genuinely amusing script. Okay, so the

plot didn't exactly flow that smoothly, but hey! The dialogue! Tex managed to drawl a smart-ass comment about just about everything he came across. Some of his insulting, sarcastic replies during the conversation sequences really did make me laugh out loud. No, really.

Anyway, I suppose I'd better staple my sides shut in case they burst again during *The Pandora Directive* which, in case you haven't guessed, is the sequel to *Killing Moon*. And based on the current evidence, it looks like being a reassuring example of Bigger! Better! Faster! More!

#### The Tex Files

This latest exploit finds Tex investigating some devious jiggety-pokery involving the famous 'Roswell Incident' of 1947. Legend has it that in that year a bona fide UFO crash-landed in New Mexico, catching the US Ait Fotce unawares. Early news reports of the time quoted a USAF spokesman saying that the wreckage of an alien spacecraft had been recovered (cue the sounds of jaws dropping worldwide). A few days latet and, hey whaddya know? The military guys changed their story. "Shucks," they said, "we were mistaken. It was only a weather balloon." Yeah? Chinny reckon.

And if all that isn't enough to set any Forteans out there drooling by the gallon, the storyline also manages to wrap itself around another thorny

#### Product details

Developer: Access

Publisher: Virgin

Telephone: 0171-368 2255

Format: CD-ROM

Release date: May

mystery – the strange disappearance of the ancient Mayan civilisation who, if I remember correctly, are rumonred to have been suspiciously technically advanced (judging by all the archaeological evidence available) for their time. Blimey. Whatever next? Telekinetic Bigfoots walking through walls?

Access have also provided a lot more variety en route to the final solution, by including three different 'paths' to the story, and a whopping seven completely different endings. Which path leads you to which ending is, naturally, dependent upon which decisions you make during the game, Soooo... technically speaking, you could go back and play the game seven times over. Well, that's probably what they'll print on the back of the box at any rate.

#### All's well that Roswell

If you've never read one of our Blueprints before, you won't experience a dizzying sense of dėjā vu when I tell you that this sequel contains a great many technical improvements over its predecessor. The entire interface has been considerably jazzed up, leaving the whole looking even mote polished than it did before.

The movie segments have been given a good hard jazzing, too. First, there's a proper movie director at the helm (er... who was also responsible for the pilot episode of Mighty Morphin' Power Rangers), and second, the cast includes a few more recognisable faces: Tanya Robetts (former Charlie's Angel and View To A Kill Bond Girl), Barry Corbin (of Northern Exposure fame), Kevin McCarthy (star of the fabulous original version of lavasion of The Body Snatchers), and John Agar. Eh? Hang on a minute... John who?



(Below) "Oon't shoot! My Jokas aren't *that* bad!"



## Directive



John Agar, you idiot. Star of some of the most gloriously dunderheaded 1950's Z-grade sci-fi movies of all time (including The Amazing Colossal Man). Hoorah. The one thing that I felt let it down was that the all-too familiar 'blue outline' effect (that plagues every single chroma-key production in existence) is still in evidence here. Hey, but whaddya want? Perfection?

The basic structure of the game is still about the same. Tex has a startlingly detailed 'Virtual World' to explore in the familiar Doom style - all of it realtime 3D (no pre-rendered 'pseudo movement' here, folks). As in any adventure, there's a vast array of objects to fiddle about with and collect. If you strike up a conversation with any of the various characters you meet the action switches to FMV-based 'movie' bits, in which you get to choose what sort of conversational tone Tex should adopt throughout the sequence. As in the previous game, the vast majority of his replies are bluntly sarcastic, or wincingly insensitive, which adds to the laughs no end.

Puzzles come in many forms – aside from the overtly The 7th Guest-style ones (which somehow never came across as annoying in the first Tex title), further obstacles include choosing the right choice of words during the 'talkie' segments, to finding small scraps of paper stuck on the underside of desks, etc, during the 'movement' hits. Oh – and if you really hate The 7th Guest-type puzzles, don't worry, as there are two modes of play, one of which allows you to bypass those bits completely.

#### Potential fun overload

Hopefully, *The Pandora Directive* should be even more fun than the original game – which could very possibly result in a dangerous 'total fun overload' situation, during which your entire body could swell to treble its normal size, spin around in the air, emit a high-pitched whine, and then explode. Or something like that. Who knows? For the meantime at least, you may sleep soundly in your



(Above) This looks similar to *The 7th Guest* but without the bloody irritating eyeballs.

(Left) The designer working on the sequel to the sequel...

(Right) A Joan Collins lookailke...



pods, safe in the knowledge that as soon as we can get our ham-sized fists on a finished copy, we'll play it for ages and ages and then tell you about it, using an incredibly cunning combination of 'words', and 'pictures', printed upon 'paper', collectively referred to as a 'full review'. And here endeth my entry into the 1996 'Most Pointless and Padded Final Paragraph' Championship Cup. Here's hoping I come first. Fingers crossed. Touch wood. Cake. Visit your sick grandmother. Mares eat oats and Does eat oats, and little lambs eat lvy. Donkey Kong Junior. Superkalifradgilisticexpealidocious. Ping. Pong. Poo. Z

(Below and inset) You don't need us to tall you how good it's looking...





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"Sid Meier should watch his back"

PC Format - Feb '96

Conquest of the World



## Theme Hospital.







ON TYOU JUST LOVE HOSPITALS? The antiseptic corridors. The hushed air of underplayed tension; punctuated only by the strained moans of the dying. The eerily insettling, brightly coloured murals of Mister Men characters drawn by local school children. That funny smell that's sort of like an OAP's carpet, with milk of magnesia spilt all over it.

My own experience with hospitals is limited to a weird affliction I got in my carly tecnage years. Suddenly rendered



That was then, this is now iginelly, Theme Hospital was going to feature three different "time zones". ie the game would start in medieval times (when curlng people usually meant hacking their legs off with a bloody greet saw, covered in leeches), work its way through the Victorian era (lets of mucking about with electric shocks end the like), before finally making It to the present day and beyond. Sadly, the sheer emount of different graphics required to pull that off has proved prohibitive. It now seems likely that the different 'time zone' bits will see the light of day in some other form - either as add-on disks (cue much brow-furrowing and disapproving tut-tuts), or es fully-fledged sequels (cue a little less brow-furrowing, end a few mumbles of 'fair enough I suppose'). Rest assured, there should be more than enough for the player to contend with in any one time zone to make this seem like too much of a blow. So don't whinge, okay?

Scalpel... forceps... swab... buzzsaw... car jack... Kenwood Chef... Picnic hamper... Cuddly Toy... Charlie Brooker... Didn't he do well?

#### Product details

Developer: Bullfroo Publisher: Electronic Arts Telephone: 01753 549442 Format: CD-RDM Retease date: Autumn

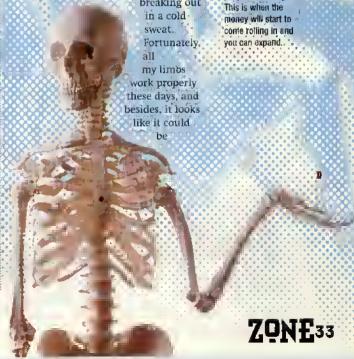
an invalid, I was subjected to all manner of X-rays, ultrasound scans, medicines even heavy weights dangling off the end of my (temporarily crippled) leg. Being too self-conscious to use the plastic poo potty provided for my bowel movements, and being unable to get out of the bed on my own, I went without a crap for six days until they gave m a wheelchair. Unfortunately, by then one of my arms was knacketed as well. leaving me unable to move the chair in a straight line. You should have seen the number of loops I span that chair through trying to make it to the bogs."

With memories like that, I suppose something like Theme Hospital should

have me breaking out in a cold sweat. Fortunately, all my limbs work properly these days, and besides, it looks like it could

(Above left) Unlike Theme Park, Theme Hospital is all In elerious SVGA. which means outlies of detailed characters to ogle at.

(Left) You'll start with limited funds and a small practice which you can extend as (or if) you become successful. Once you've got some cash logether treating in-growing toe nails vou'll be able to invest in some decent equipment and treat people with hairyitis. This is when the money will start to come rolling in and



(Right) Theme.
Hospital uses a
very sophisticated Al
(similar to that used
in Dungeon Keeper)
which ensures that atl
e characters behave
usf like real people
(in other words they'll
pate lost if you don't
have enough signs
up in your hospital).

(8 ow right) Af the end of the day Theme Hospital isn't just about making people feel better, it's a business. If you don't get enough cash coming in you won't be abte to develop hew treatments and other hospitals will steal your patients. On the other hand, if you're too successful you'll run out of peflents and your ash flow will dry up.

last month (which took me ages to write, you bustard), you may not be aware of exactly what it is, so t'll tell you:

#### X-rayted

Theme Hospital is the second entry in Bullfrog's 'Designer' series of games. Theme Park was the first, and we all know how successful that was. But a 'Theme' game about the medical profession. new that's a different kettle of fish. Isn't it? After all, a theme park's all about making money. Surely a hospital's mainly concerned with curing the afflicted? Well, yes and no Your main objective is to cure as many sickies as possible, but to do that you'll need to keep your coffers full. Those brain scanning machines don't come cheap, and they hardly ever show up in car boot sales. You'll have to be pretty shit-hot on the resource management side of things or else it's ward-closing time. And with closed wards comes a mounting pile of corpses - not the sort of outcome you're looking for (unless you're particularly cold and callous). Aside from juggling the everyday finances, you'll also need some adequate staff - you can go for the cheap, crappy ones (who couldn't successfully diagnose a decapitation) to the expensive, super-intelligent ones (who can cure brain cancer with a length of twine, a teaspoon, and half a bottle of Ambre Solaire)

As for the patients themselves, their ailments aren't exactly conventional This being a computer game, Bullfrog have free rein to knock up as many ludicrous diseases as possible. And that's exactly what they've done. From viruses that cause the victim's tongue to quadruple in size, to psychological disorders which convince the sufferer that they are Elvis Presley, it's not the kind of thing they'd be able to cope with down at Holby Casualty. Furthermore, outlandish problems require outlandish solutions, so your research and development boys are going to have to

invent some
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and gadgers in
order to put
a stop to the
symptoms. If
you're not
cafeful, you
could end up
making matters
worse with
your supposed



cures ... but then without a little experimentation you're not going to get very far. Decisions, decisions...

#### **Back to the suture**

Your job doesn't end there. Heaven forbid. You've got to design the layout of the hospital – from the teeniest to let to the largest operating theatre – and make sure it all functions correctly. Competition from neighbouring hospitals comes into play too – after all, you don't want them pinching your staff or patients. You can even link up with a couple of mates and have a multiplayer game in which you all compete against each other – sneaker tactics include sending infected patients into a rival hospital in order to spread germs all over the place.

As you can see from these screenshots, it's all looking rather splendid. The graphics are crisp and highly-detailed, and the animation is superb. There's a potential east of over 1000 different characters, too, courtesy of the 'snap-together' mix in 'match qualities of the

sprites themselves. They ve all got their own personalities as well an updated version of the Theme Park engine (which decided who was happy, sad, undecided, tired, stupid, etc etc) sees to that very nicely, thank you. All in all, it looks like it could repeat the success of Theme Park with ease. It's a lot more advanced, it's got far better graphics, greater longevity, and an even sicker sense of humour. Add that to the multi-player options and it starts looking like a sure-fire winner. Don your surgical masks for the full review in a forthcoming issue. Z







1 Usual, regular, common, typical: the normal way of doing it, the normal level. 2 constituting a standard: if we take this as normal.

3. Psychol. a. being within certain limits of intelligence, educational success or ability, etc. b. conforming to the conventions of ones group.



#### Contents WHAT'S IT ALL What's all the fuss about eh? Take a brief peak into the world of Normality and discover what the whole thing is wibbling on about. NOBMAL PEOPLE A brief chat with the guys behind Normality... what the bloody hell were they on when they thought all of this up? **OUT OF THE ORDINARY** Normality boasts a number of unique features that haven't been seen in a game of this type before. How do they do that? NEUTROPOLIS Take a tour of the city-state in which the game takes place. CHARACTER ASSASSINATION Normality is filled to overflowing with weird and wonderful characters... come and meet the people that make a difference. CREDITS Words, Pics, Research & Stuff: John Davison Design: Jason Simmons Thanks to: Steve McKevitt, Mark Mattocks, Ade Carless, Pat Phelan and everyone at Gremlin Interactive plus everyone at PC Zone **02 NORMALITY**

Don't



be

ormality is the latest game from one of the UK's longest running software houses, Gremlin Interactive, and despite its title it is an extraordinary game that should put the willies up anyone used to the more traditional form of adventure game, It is a unique blend of technologies that makes it truly a product for the 90s: Combining state of the art 3D technology, hi-res full motion video footage and motion-captured animation with traditional point and-click adventure style gameplay, it is a game that could well define a whole new genre of gaming on

the PC.

The following pages will take

you through the game, pointing out all of the unique and fancy-pants clever bits along the way, hefore introducing you to some of the main characters in the story. Hopefully by the time you've finished reading this you'll have a pretty good idea of what it's all about, we hope. N



Normal,



get



# Normality

Normality will be available in the shops by the end of March 1996.

Available on PC CD-ROM

Gremlin Interactive Ltd 2-4 Carver Street Shaffield S1 4FS

Tel: 0114 275 3423 Fax: 0114 276 8581



# "Normality is a vast game that differs from many in the amount of freedom









The point-and-click adventure comes of age with Gremlin's new adventure, but what is this amazing new game actually about?

oint-and-click adventures are funny old things. They're one of the few genres of games that have consistently grown along with PC technology. Back in the days of yore, when 'state-of-the-art' meant 16-colour graphics and (gasp) mouse compatibility' point-and-clickers were without a doubt the most popular genre of game on the PC. Over the past few years, the graphics have improved, the sound has become increasingly realistic and the gameplay has become more complex... but despite all of this the basic principal has stayed pretty much the same - 2D graphics with limited freedom, rich storylines and lots of puzzles. Loads of games developers have proved that they're pretty good at it ... Lots of games have been released that are all fundamentally the same. And it's all starting to get considerably yawny yawny to be

perfectly honest. Sorry... but it is.

Since the arrival of games like Doom though, these old-style adventures have taken a bit of a kicking in the old popularity department. 3D is 'in' and nothing seems to be able to challenge this.

Normality from Gremlin Interactive is one of the first games to come along and give this whole concept a punch in the nads though. By combining the depth and complexity of a point and-clicker with the er, 3Dness (you'll notice that the words 'Virtual' and 'Reality' won't appear together in this little book as it does tend to make a game sound a bit wanky) of modern games, the team have put together a style of game that is vastly different to anything that we've seen before,

Normality is a vast game that differs from many other adventure games in the amount of freedom that it allows for



exploration. The playing area is divided into a number of distinct sections, but each of these are, vast and can be explored as thoroughly as the player wishes.

Before we take a look at all of the techy bits and features that the game has to offer, this lirst Ittle bit can be put to good use by describing the story behind the game...

#### 1984 MEETS BRAZIL... OR SOMETHING

The guys at Gremlin Interactive have described Normality as a bit like "1984 only funnier", In their own words, this is a "pretty bad" way of describing the thing, but it sort of sums it up quite nicely.

Set in an undetermined year, but quite obviously in the near future, the story all takes place in a city-state known as Neutropolis - a place where boredom reigns supreme and the pollution is so terrible that noone even knows what the sun or

the sky are... let alone actually remembering what they look like.

This city-state is ruled over by an evil dictator called Paul Nystalux. Paul is something of fascist-bastard and is attempting to completely control the populace by suppressing all feelings of imagination and creativity with the aid of strange 'mood altering' gizmos. These gizmos are Installed in all kinds of consumer goods (although furniture crops up a lot in the game) and along with extremely boring BBC2 style to scheduling and Jimmy Young/Terry Wogan style radio programming the people of Neutropolis are gradually sliding towards a total state of boredom.

Your role in all of this is as Kent - a young, disaffected twenty-something whose primary purpose is to step in and shake everything up. The game begins with Kent heing arrested by the Norm Police and thrown into

prison where they attempt to 'Normalize' him by piping elevator music into his cell 24 hours a day.

When the Norms are satisfied that Kent has been sulficiently indoctrinated they release him back into society and lock him In his flat. Whilst here, he is kept under observation for crimes against Normality and has a Norm Trooper posted outside his flat listening out to make sure he is watching to and absorbing the boredom.

As you can probably guess, Kent has no choice but to try and escape, and... as luck would have it, whilst he was in prison he is sent a note by an empathiser informing him of a resistance movement against the Norms.

Right... now then, this is where it all starts to get a bit complicated so stay awake. The resistance movement is lead by Paul Nystalux's twin brother Saul who is the complete opposite of

his sibling. Comtng across as a sort of completely mellow, spaced-out surf dude type Saul is totally opposed to the fascist regime that his brother is imposing. Unfortunately though, Paul is aware of dissension in the ranks and has captured Saul and imprisoned him in a vast prison complex known as the Ordinary Outpost. Here he is subjected to a particularly vicious 'mood magnet'. that is gradually eroding his personality.

As you join the resistance you soon learn that the only way to ensure victory is to not only instigate a number of 'abnormal' occurrences in the city, but also to rescue Saul and finally defeat Paul once and for all.

The adventure will take Kent all over Neutropolis and will introduce him to a wide variety of characters and concepts as well as showing the player all kinds of graphical effects and clever bits of programming. N

# "We just figured that everyone so if you're going to do-

Gremlin Interactive has had a large team working on the game for some time now. Aside from all of the programmers, musicians, graphic artists and testers there are two people who can claim the project as their 'baby'.

ny project of this size has a pretty big team behind it, and like any team it needs its visionaries. Ade Carless and Pat Phelan have both gulded Normality throughout its development and have worked in both production and creative areas.

John Davison: you're both credited as being the 'creative' types at Gremlin Interactive, but what exactly have your roles on Normality been and when did you get involved?

Ade Carless: I've been involved with the Normality project right from the beginning and I've worked in a creative role as well as being the producer and writer on the project... so er, yeah right from the start.

Pat Phelan: I got pretty much Involved right at the beginning and I got roped in as the 'Creative Manager'... I think that's what it has me down as on the credits.

JD: So what does this mean exactly?

Pat: The majority of the work I've done has been more to do with the sound in the game and

in the animations. The GDVs or 'Greinlin Digital Videos' (to give

em their full name) have lots of flash stulf in them graphically and we wanted the sound effects and music to work just as well. A lot of my work concentrated on doing this... which meant I had

to sit around getting bored for. hours sifting through bloody sound effects CDs trying to find exactly the right sound effect for a certain bit of the game. It

can be pretty time consuming as something that only lasts a couple of seconds ends up being anything up to three hours work.

Ade: I basically wrote the story for the game and I came up with all







# anything like this top"

of the original concepts for each of the characters, I didn't actually draw any of them, I just sat down and had a bit of a brainstorm before scrawling down a brief thumbnail description of each character. There were 25 of these in all and the descriptions went to the graphic artists who came up with sketches and then renderings of each person. It was very important that everyone agreed on the way that the characters looked though because we'd have quite a few artists working on the game and we needed them to all be pulling in the right direction.

JD: How did the story evolve? It's been tagged by many as a sort of 'funny' 1984. Was this what you had in mind?

Ade: No. Never even read it.

Pat: Hmm, that's something that's cropped up because noone really knew how to describe it.

Ade: When we started the whole thing the project was actually very different and to be honest it's continued to evolve as we've worked our way along. It all began when Ian Stewart, the boss man at Gremlin, set down a brief for a game. What this basically was, was a sort of working real-time city environment that featured a sort of grungey, Generation-X type character - and that's where Kent sort of originated from. It all evolved from this very scant brief really.

We knew right from the beginning that it was going to be a point-and-click adventure and the really early ideas had it being a far more basic game with a traditional 2D viewpoint. We just figured that everyone loves the Lucas games, so if you're going to do anything like this you might as well aim at the top. Everyone with a PC loves the Monkey Islands and the Indy games. We wanted to do something with the same kind of humour and style - something a bit surreal and wacky.

When everything began the game was going to be 2D and all of the graphics were going to be very grey and dull with cartoon-like characters over the top, but then we turned up with this new graphics engine and it was decided that we'd use that instead. To be honest I didn't think it would work at first, but the freedom of movement that

the True3D thing gives makes it totally different now, There's an awful lot of detail in there... far more than you could put in with a traditional point-and-click game.

Pat: It really has evolved a lot. In fact, the original drafts for both the game concept and the story were dropped. Ade's original script was shelved really early on because people here thought it





Pat Phelan (left) and Ade Carless (er... right - obviously) are the two rhaps responsible for dreaming this whole thing up. And, what a charming, dashing and attractive pair they are too Or something.



# "It is all very **SUFFEA** but as we've shown it to more and people do laugh at it, and that means that we've

was too weird and too well... Ade really. It was just completely lacking so it got the push.

Ade: Yeah, but originally the game didn't even have a story.

Pat: Yeah, I suppose the original concept was just this weird, surreal puzzle thing... but as I said, everything has evolved quite a lot as we've moved along. The way the story Is now, If you get into it I suppose you get used to the humour... you sort of get into Ade's karma really. It is all very surreal but as we've shown it to more and

more people we've been quite pleased... people do laugh at it, and that means that we've managed to do what we set out to.

Ade: A lot of the ideas for the story were just based on things that had been knocking around in my mind for years. Some of the stuff eame from role playing games that I'd seen but the elty itself, Neutropolis, that came from something I'd seen about a city in the States called Eureka that sits on the river Mad. I don't really know much about the places, but the names seem to sum things up perfectly.

As far as Paul Nystalux goes... well he was originally invented for our PlayStation game Loaded, but he never actually made it in.

When we brought him into Normality I wanted to have him as the bad guy and then have his twin brother as one of the good guys - that's where the Saul, Paul thing came from really.

Pat: What has happened throughout the development of Normality is pretty much that Ade dreams up all of these ideas and writes them down and then he hands them to me, What I do is read through them and then annoy the shit out of him by asking awkward questions about why certain things happen and why characters behave in certain ways. A lot of stuff got altered along the way... and in between different builds of the game we change things a lot.

Conversations tend to get fucked about with - especially the one at the beginning with Dai, that's changed loads of times. Things would always get a little out of hand and some people tended to get a bit surreal. I'm not sure how the whole thing eventually evolved into what it is though.

Ade: Oh., Lalways knew how it was going to end.

Pat: Yeah?

JO: How did the characters evolve? There are quite a lot of them - are any of them based on anyone in particular.

Pat: Well no, not really. Like we said, a lot of the characters just came from Ade's initial thumbnails, but to be honest the character development really took off when we got the voice actors in. These guys were really fantastic and they really made us rethink how some of the characters would behave. As soon as you hear someone's voice you get a far better idea of what they are like as a character. Although there are 25 characters in the game, we actually only

The complete Normality team, complete with amusing Ade Carless voodoo doll. These chaps have all lived, eaten, drunk, programmed, drawn, played and probably farted together for a long time now.







# more people we've teen quite pleased

used three voice actors and they were all quite brilliant. There was this American guy who was great, he did Kent and a few other characters then there was a bloke and a girl who were absolutely fantastic. The way that professional voice actors work is amazing, they can just add so much to a character, especially if they start to ad-lib around some of the lines. Some of the best character development came when the actors just went off on one y'know? It may have screwed around with the scripts, but it made it far better in the end.

Ade: Things changed quite a lot on the characters front though.

Pat: Yeah, there were a lot of characters that got dropped from the original plan. Some were just redundant and other just didn't work so we eventually whittled it down to 25 with seven 'main' characters... the stars if you like.

ID: So now that it's finished, are you happy with it? Are there any bits that you'd want to be put in or are there any bits that you missed out that you wished had been left in?

Pat: Oh god, there were loads of things that never made It Into the final game. Like er... well there's nearly a swear word in the final scene. Ooh., nearly naughty there.

Ade: And there's the multiplayer thing.

Pat: Oh yeah. The game was originally going to be a sort of multi-character effort where you would initially start off just controlling Kent, but as you met up with other characters like Heather and Dai, you'd be able to control them as well. A bit like the way you can move characters around in an RPG. This didn't actually make it in al the end because it was working out to be far too complicated. It would have been nice though. We had this great concept of you being able to control every core member of the resistance and

there'd be puzzles like er... yeah.... moving one character onto a switch plate and then using another to open the door. You know, stuff like that, Looking back I'd like to have been able to carry on with that idea, but it would have changed. the game completely.

ID: So now that this one is . finished what are you going to do next? Is there going to be a follow up to Normality? .

Pat: There's going to be quite a few games that use the True3D engine at Gremlin, and we're going to continue to tweak it

with each new release. There's already a very ambitious project going on called Realms of the Haunting which uses a development of True3D but mine and Ade's next project will be something like Normality. We may do something a bit more serious, I dunno.

Ade: Not a sequel though really.

Pat: No. now that we've worked with these character I'd rather just let 'em lie and get on with something else. We may end up doing a sequel - I suppose it depends how successful this one is. We will be working on an adventure though and I think that we'll incorporate the multicharacter idea right from the start... we may even take it one stage further and make it a multi-player thing as well, I dunno. We'll see eh? N





for inspiration through the consumption of... eurgh, what is that he has in his mouth? He's, obviously very photogenic... this is the best one we have of him.

Ade Cartess quite clearly searching



As well as boasting a well developed plot and character base, Normality features a number of new technologies that set it apart from other adventure games. All of these technologies ensure that this is one of the most graphically advanced games in the genre.

# True 3D Motion Captured Engine Animation

The 'guts' of Normality. Basically this is the 3D graphics engine used throughout the game and it is a highly advanced system that runs in both VGA and SVGA. Based on an early CAD system developed by industry veteran Tony Crowther, the system used in Normality is far more advanced than something you would find in, say, Doom.

Each location is a fully texture-mapped environment, but unlike most other games using similar systems, all of the objects that you find are true 30 structures. If you look at the screen shots of the furniture in Kent's flat for example, you'll notice that all of the objects are 'proper' 3D things that you can look all around and behind. None of the cardboard-cut-outo-vision that you get in game like Doom. As you'd expect from a modern 3D engine, True3D allows you the freedom to move just about anywhere within the

playing environment as well as looking both up and down. In fact, to encourage this, the game has been designed so that in many areas the player needs to investigate an environment that is believably three dimensional. A lot of the clues are to be found on both the floor and the ceiling.

Another unique feature of True3D is that it also allows for a combination of 3D objects and motion-captured animations that mimic real-life effects and forces such as inertia and gravity, Also (there's more... bloody hell) the system allows the programmers to place sound effects in specific locations in the room so that as the player walks about, the effect moves around the sonic soundscape accordingly. Clever or what?

One of the most advanced elements of the graphics in Normality is the fact that all of the animation for the characters in the video sequences has been fully motion-captured at Gremlin's studio in Sheffield. Motion capture is a relatively new system that has only recently been used in video games and Gremlin's studio is currently one of the most advanced in the UK... So what the hell is it?

Well, basically what it does is record movement and then storeit away as a framework that other graphical effects can be mapped onto. By using a clever array of digital cameras linked to a PC movements of... well, just about anything, can be recorded thanks to a rather blzarre looking set up.

The way the cameras work is that they track the movement of small reflective balls that are attached to the moving joints of whatever it is that is being recorded, In the case of Normality, these 'balls' were attached to the joints of actors as they moved around playing out the movements of the characters in the game. The result is an incredibly accurately animated 'stick man' that can be used as a basis for the animation in the game.

All of the cut-scenes in the game feature animations of this kind, and when you see the thing working It really is far more realistic than anything that you've seen before. Kent struts his way around, whilst the video of Brian Deluge as he thrashes around in his rock video really wouldn't have been possible using traditional SGI or 3D Studio animation techniques.

Gremlin has successfully used the system for a variety of projects already, the most notable of which is the incredible Actua Soccer which featured literally thousands of these motion captures for the different movements that the footballers made,





# 

# Gremlin Digit

Linked with the motion captured

compression system that Gremlin

Normality. In all there are more

than 100 different cut scenes in

Normality, all of which are In hi-

res and full screen. None of your

tedious mini-windowed AVI files

here. The new technique allows

seamlessly between the action

the animations to be streamed in

stuff is the fancy new video

has developed for use in

thus making the whole thing less 'jumpy' than other games featuring extensive cul-scenes.

It's worth noting here as well that to add to the seamless nature of the animations, all of the cut-scenes have been designed and rendered to look very similar to the in-game graphics. The result is something that looks far more like the player simply moving their viewpoint as opposed to a clumsy jump from obviously 3D engine generated graphics to super-duper 3D Studio generated

# oodoo Doll

All graphic adventures have their own unique control system -Lucas has SCUMM, Sierra has it's proprietary point-and-click engine... well, Normality has a unique system based around this thing... the voodoo doll.

By right-clicking the mouse on any active object in the game players can then effect it by clicking on various parts of the

1 EYES: This makes Kent look at whatever you have highlighted. Bell you didn't guess that eh? 2 MOUTH: Kent can have conversations with all 25 of the characters that are featured in the game. The mouth instigates the conversation before moving on to a more traditional manu based system. 3 GRABBER: This weird contraption is, er., I think, er... supposed to be one of those grabby things you get in arcades. Anyway, whatever it is il's used to pick things up.







eutropolis itself is a vast city-state that is under the reign of the evil dictator Paul Nystalux. Policed by the unrelenting Norm Police, it is a dreary, poliuted and boring armpit of a city which inspires nothing more than abject boredom from the people that live there.

The True 3D game engine allows you to explore pretty much all of the city and, unlike normal point-and click adventures, you have access to far more areas of exploration. Due to the immensity of Neutropolis though, the game has been divided into seven basic playing areas which are each self-contained playing environments. The player can travel between these seven locations at will but each 'chapter' in the overall solution of the game takes place in specific areas of the map.

To give you a rough idea of how the game pans out we've had a look round in order to point out some places of interest...

#### KENT'S FLAT

This is where all of the action starts, and to be honest it's pretty grotty. Anyone who's lived in student accommodation will be familiar with the baked beans, puke and strangely sticky substance based decoration that adorns this compact and bijou studio flat.

When you begin the game you learn that the Norm Police have you under observation due to

your 'out of the ordinary' behaviour and as a result they are attempting to 'Normalize'.
you. Whilst incarcerated in the Norm Police jails this involved having elevator music piped into your cell 24 hours a day, but now that you are at home you have to sit in front of a Teletexibased TV station until your brain has been sufficiently addled.

Kent's flat is pretty central to the game and from here you are lead towards Dai's Window Cleaner cradle before moving down into the street.

#### TV SHOP

The shop is found in the street just around the corner from Kent's flat, and whilst sitting in a large playing area that can be explored, it is one of the only other 'live' areas of this particular section of the map.

The shop itself isn't particularly useful until quite a way into the game... you see, one of the most important tasks that you will have to perform in order to end Paul Nystalux's regime is to blow up the TV station. In order to do this you're going to need some supplies from this place... but we won't go into it in any detail as it would give away a vital plot element that might just spoil the game for you.

#### TYN STATION

The TV station is a central point in the game and is vital for two major goals. The first time you visit there, your primary goal is to find a way in and then transmit a tape of Brian Deluge's new rock video in order to tryand wake the populace up a bit. When you arrive, the station is still transmitting the exquisitely boring Teletext-based

information that we all love so much. Brian's video on the other hand is designed to convince people that they can have fun...

Although a simple goal, the processes and puzzles involved in even entering the station are pretty complex and this whole section makes up a large chunk of the overall game, You'll find yourself wandering all over the place before you finally suss what needs to be done and much like the rest of the game bits of it are pretty surreal.

Once you have managed to transmit the video you will move onto puzzles elsewhere in the game... however, you will return as you need to come back and blow the place up. As you do:

#### THE PLUSH-REST FURNITURE FACTORY

As far as Individual locations go, this is pretty damn big and also extremely important for a number of different reasons. Firstly, you learn that the furniture contains these weird gizmo things that are whispering well dinormalizing messages. OK, OK., so there's a conspiracy of some kind going on, but we kind of expected that didn't we?

Secondly we get a different insight into the unusual mentality of the Neutropolis work force in the shape of furniture testers! Yep... hugely fat people are employed to lounge around and test the Plush Rest furniture to ensure that it meets the gruelling standards set by the Norms. Another way of keeping a minority group both quiet and bored... Neutropolis has a lot of chubbles - it's easy to get lardy when you're bored.

Finally, and most importantly, the furniture factory is where you are told to go by the Empathiser at the beginning of the game. The resistance have a hideout in one of the dumpsters at the back of the factory you see... Hmm. Cunning.

#### THE MINT MALL

Another large location this one... and another one that you end up destroying before the game is over. The mall serves a number of purposes, and these include the obvious... and the not so obvious.

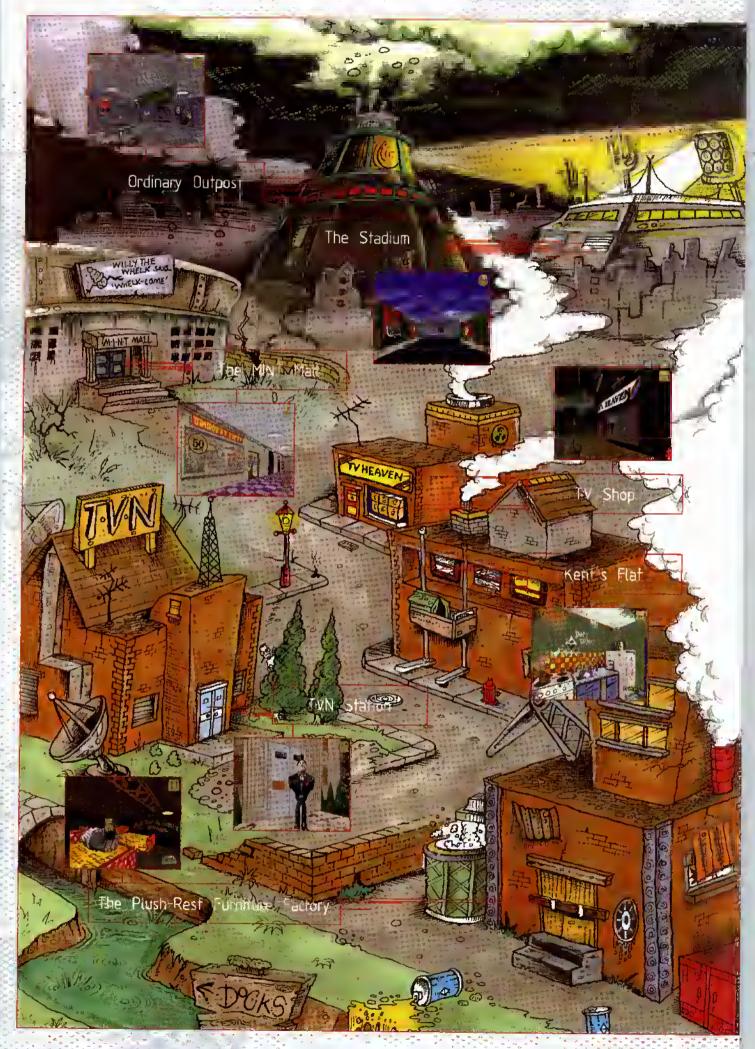
There are two vital plot elements that come together in the mall. A major character is introduced here - Norm 2782, who is the only member if the police force that joins the resistance, and secondly one of the tasks set by Heather must be performed within the corridors of this Typically American shopping centre.

#### ORDINARY OUTPOST

The Ordinary Outpost is quite literally 'bad guy central'... It's where the Norm Troopers and Police are based, it's where Paul 'complete bastard' Nystalux has his hideout and it's also where Saul has been imprisoned. This last bit is the most important element and actually getting the ageing surf-dude out of there is one of the most difficult puzzles in the entire game.

#### THE STADIUM

The final location of the game is where everything comes together and you finally have to prove what a complete hero you really are. There are basically two main tasks here... firstly you have to get a guitar to Brian Deluge as he waits for you on the stage and secondly you have to try and track down Saul's brain-backup machine. Er., what? This where it all gets really clever you see. It seems that Saul has been aware of his brother's evil plan all along and before being Imprisoned at the Ordinary Outpost, he jacked into a computer which could back-up the contents of his mind. What this basically means is that despite having been through the mind-altering machines at the Outpost, once rescued Saul can return to normal and lead the resistance to victory, Hoorah, hooray, etc. N





Normality is a pretty big game (as Im sure you've probably sussed by now) and things wouldn't be quite right if we didn't have a wide variety of characters for you to interact with. There are literally hundreds... well, er, almost... of characters in the game, but the main 'cast' as it were is a group of seven individuals who are all vitally important to the plot. All of them crop up throughout the game so it's probably best that we introduce them to you now. Here goes.

This is you. Shades, boots, shorts, dodgy goatee and Indisputably filled to overflowing with 'attitude'. He looks like the lead singer from Alice in Chains and Is one of the most laid back pseudo surfer/grunge-dudes you're ever likely to come across in a computer game developed in Sheffield. He speaks like Keanu Reeves and is probably best described as a surly, day dreaming... er... loser. A loveable, twenty-something rogue who has the uncanny ability to seem completely and utterly plssbored with everything.

Despite this far from flattering description, he is the hero... and his shortcomings soon turn to his advantage as he works his way through the game. As you begin your quest Kent is being punished for not adhering to 'Normal' values and you soon learn that he revels in winding the Norms up at every available opportunity.

Although seeming to be a brainless dropout, your manipulation of Kent reveals him to be an impulsive creature that relies on gut-instincts and intelligence to get himself out of situations as opposed to resorting to violence. Aggression, after all, requires you to expend a certain amount of energy... something that Kent finds disagreeable.

When you first meet Dai, you learn that he has taken to living In one of those window cleaner cradle doobries. You know the sort of thing... they dangle precariously on the outside of large buildings and move up and down when you fiddle with a pulley arrangement that makes the whole thing seem incredibly unsafe. Dai, as you can probably guess, is a loony.

Dressed in a big yellow rain coat and possessing one of the most ridiculous moustaches ever. Dal is far more vital to the overall plot that you would initially give him credit for. Like many of the other major characters, he is an important part of the resistance movement against the Norms, but more importantly he is one of the only people left who remembers what the world was like before things were 'normalized'. He remembers the sun... the sky... and probably even the Topless Darts Show on

Looking like Iggy Pop (well, like he did when he presented the Brit Award this year) Brian is a bona-fide heavy metal artist who only suffers from one problem...He's never actually heard any heavy metal in his life. This doesn't put him off though, and his contribution towards the revolution is to provide abnormal music with which to wake up the populace.

As a character he is an amalgam of all things rock and roll without having actually experienced any of the necessary excesses. His slurred speech and spaced out demeanour conjur up images of Jagger, Hendrix and Morrison whilst his complete lack of knowledge of anything to do with recreational narcotics make him appear a bit like the sort of tosser you meet at parties who thinks he's just got stoned after smoking a Marlboro Light.



The Princess Leia of Normality, Heather is an influential figure in the resistance and is one of the first obvious operatives that you encounter. A well meaning and logical lass. Heather is the sort of straight-laced, oddly sexy, anally retentive and offleious woman that Clint Eastwood normally ends up having to team up with in Dirty Harry movies. Although berelt of a sense of humour, Heather has an almost magical grasp of logic and numbers and if she were a man she'd probably be across between Data and Mr. Spock.

It is Heather that sends you on your first proper 'missions' in the game, and along with Saul Nystalux she appears to be one of the driving forces in the storyline.

Although the game is full of Norm's, there is only one that we actually learn anything of in the game, and that's 2782. Initially he is a well-behaved and proud member of the Norm Police, but having met Kent in the early stages of the game, and also having suffered a rather unpleasant head injury he soon becomes a useful ally.

Prior to his accident 2782 took great pride in knowing all of the rules of the city off by heart and equally great pride in spouting them at every available opportunity.

The two most powerful characters in the game are the hrothers Saul and Paul Nystalux. Saul is the 'good guy' in the family and you soon learn that it is he who is masterminding the revolution against his evil brother... and the normality of Neutropolis.

If you imagine the most benevolent and chilled out surf dude in the world and then stick him In an ageing body, you'd get a pretty good idea of what Saul is like. Unfortunately though, when you lirst hear or encounter this character you learn that he has been imprisoned and his rescue is one of the most vitally important tasks that Heather will set lor you.

The bad guy of the game... so bad he even has a typically nasty Vincent Price style beard and 'tache and an incredibly bad dress sense. As you progress through the adventure you soon learn that Paul is the mastermind behind the fascist normalizing regime that grips the elty. He wants to have complete control over the entire population and by forcing them to conform it makes them easier to manipulate.

It's possible to draw parallels between Paul and many of the truly evil dictators in history... Hitler, Mussolini, Hussein... but we won't do that now because this is supposed to be light-hearted and fun. The upshot of the whole thing is that Paul is a tyrannical, narcissistic bastard whose eventual removal is the main goal of the game.



NORMALITY





# READY FOR SOME DEEP SEA DYING?









THE YEAR 2055... EARTH IS ON THE BRINK OF EXTINCTION ... COMMAND THE S.T.O.R.M. IN A SPECTACULAR UNDERWATER ADVENTURE!

















(Above) Kim, the bosom-revealing bimbo.

(Centre) It's a house.

it's a bloody ugly

house. Blow it up.

(Below) Unlike other

Blam! Machinehead

is all about blowing

30 shoot 'em ups.

"You'll really like it, it's got a girl with huge breasts in it," the editor of PC Zone said. And so Chris Anderson was tricked Into writing a preview on the new 3D shooter from Core Design.



# Blam! lachinehead

MANAGED TO LEARN A FAIR AMOUNT about Blam! Machinehead just from looking at the press release. Not only has the female lead character got enormous mammaries, the game's also got fabulous "eye-popping strip scenes". (Er, I think you'll find that's eye-popping FMV and comic strip cut-scenes—Ed.) Also, in an amazing new twist on the old Cyberspace theme, you'll come across terminals that allow you to "play the game during penetration". You even get to "strap Dr Stride half-naked to..." (That's enough—Ed.) Spoilsport!

Anyway, you're probably now under the impression that Blam! Machinchead is some kind of top-shelf pervy sex game. Well, it's not actually, I've just made you think it is by messing around with the press release. What we are in fact dealing with here is...





### Another 3D shoot 'em up

It's a shoot 'em up, it's in 3D, and white the heroine has got enormous breasts and there are some inoffensive sexual innuendoes in the cut-scenes, the game is aimed at players aged 14 and above who are particularly fond of going round shooting things up in a Threedimensional environment.

You play Dr Kimberley Stride, a female scientist whose assistant has playfully strapped her to a nuclear missile and then sent her rocketing off towards the Machinehead, a deadly virus which has wiped out the majority of the world's population. Your objective is to get to the heart of the virus and blow it up, but before you get there, you'll have to negotiate several danger zones and kill various weird and wonderful beasties.

The game is played out over four missions, with each one offering several areas to explore. As you'd expect, your task is to fly about and shoot everything (Machinehead is essentially a 3p kill-fest), but Core have gone to great lengths to

## Product details

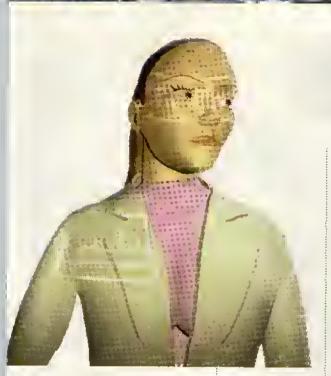
Developer: Core Oesign Publisher: Core Design Telephone: 01332 297797 Format: CD-ROM

Release date: May

include strategic elements to ensure that it will appeal to PC gamers as much as the 'we love games that you kill people in' brigade who play console titles.

This has been achieved by including levels that allow players to change the actual game map by accessing Cyber space terminals. This is a rather neato idea that lets you do things like mend bridges that are broken by finding a Cyberspace key, logging on to a terminal, and 'dragging' the bridge back into the real world. The levels are well designed too, with each mission having wildly different areas which perfectly set the scene for your shooting up enjoyment.





You may find this hard to believe just from looking at the screenshots (er. all the screens look a bit similar), but this is down to the fact that the game is still at an early stage of development, and we could only get shots of the first level. The finished version will have several different terrain types to traverse, among which you'll find a petrified forest, a swamp, a futuristic city, a mountain and even a grassy meadow.

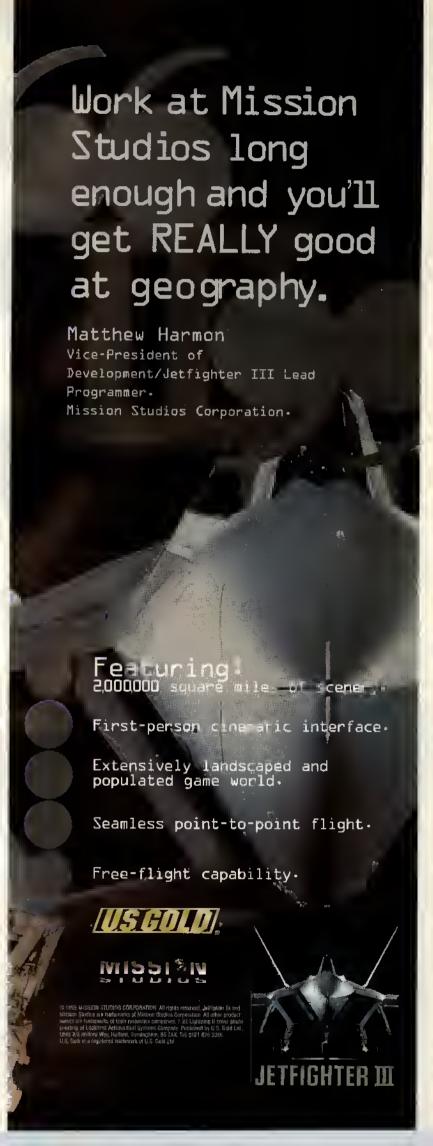
Then to add to all the tension, your progress will be constantly hindered by your wayward assistant Orville (the Geek) who will take every single opportunity to make life as difficult for you as possible. Consequently, you will have submissions to complete in which you will have to carry out whatever dastardly tasks Orville cares to dream up for you.

Although we've seen only a portion of the game so far, Blam! Machinehead looks as though it may just get hit the right balance between fast and furious gameplay and taxing strategy sections. Blam! Machinehead is set for a May release, so we're all keeping our fingers crossed that with a bit of luck we'll have it for review in our next issue. Z

(Above) Kim, the nuclear scientist.

(Below) The lovely Kim encourages the enemy to eat someone's mother.







Despite publishing PC software for some time, Telstar have been pretty quiet on the development front. For a while we all thought the software house was going to be just like the record label... basically concentrating on re-publishing other people's stuff. John Davison takes a look at the firm's first major game.



IMBIOSIS INTERACTIVE ARE A relatively small developer based in the middle of Paris ... quite why they're based in Paris is unclear as the entire staff seems to be either American or Swedish. Oh well. Anyway, Fable is the team's first fully-fledged game and is in turn

(Left and above) All of the backdrops were hand-drawn before being coloured on the PC. The result is rather spectacular.

# **Product details**

Developer: Simbiosis Interactive

Publisher: Telslar Electronic Studios

Telephone: 01932 222232

Format: CD-ROM

Release date: April

the first original game title to be released by Telstar Electronic Studios.

Unlike many other teams and development houses who would try to launch into the market with something over-ambitions and somewhat crappy. this pair has been working for the past year or so on a traditional point-andclick adventure. Okay, so it may not be a particularly original idea, but having

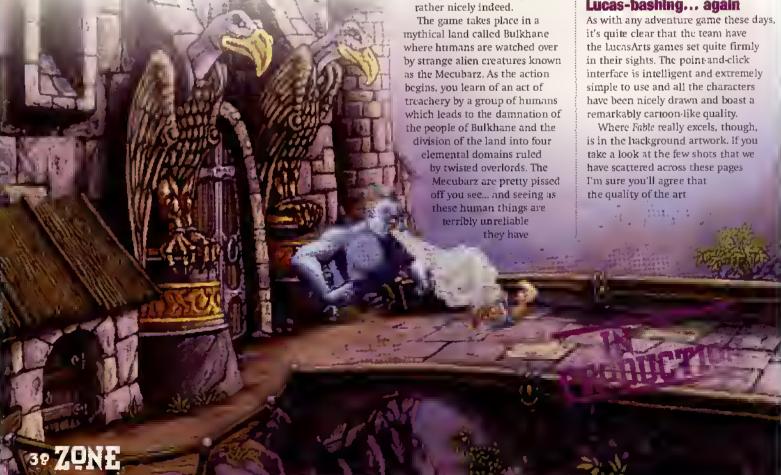
> taken a look at the game at the Simbiosis studio, the whole

thing seems to be shaping up

decided to punish them. fo do this they've made each of the domains take on many of the attributes of the appropriate element. In one place it snows a lot... in another it rains etc, etc.

All this is your typical twisted fairy-tale stuff, but things start to get interesting when you learn that your job is to traipse around and sort everything out. Playing the role of a Disney-esque weedy little kid by the name of Quickthorpe (Quickthorpe) l ask you!), your job is to explore the world and bring together four elemental jewels that will restore normal conditions to Bulkhane, Once you've done this, you have to go ameanderin' again and track down a big book called The Archive that will put everything into perspective and pull together the pieces of the fable so that they make sense. Apparently.

## Lucas-bashing... again







(Left and above)
Everything is in SVGA
and it makes such
a difference – just
compare this to something like *Kingdom*O'Magic, which we've
reviewed on page 63.

is fantastic. As with Sierra's King's Quest adventures, all the backdrops were originally hand-drawn before being scanned into the PC and then coloured. The end result is stunning and with added effects such as sunlight streaming in through windows and subtle animation ranging from rippling water to swirling smoke, it has to be said that this is one of the best looking point-and-clickers around.

Obviously it's not just the graphics that have been laboured over – as with any self-respecting adventure game Fable is a full talkie with thousands of lines of dialogue. As we go to press Telstar are still negotiating the signing of a 'big name' to supply some of the voices. Nothing is confirmed as yet but there are numerous rumours concerning certain English comedy talent. And his name is J... ooh. No. Can't tell you. Sorry. You'll just have to watch out for the review when we take a look at the game in detail in a couple of month's time. Z

(Below) There are some splendid lighting effects in some of the scenes. Check out the light streaming through the ceiling.





# Total

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- · 20 missions
- 4 terrains
- 65 different enemy
   types
- Zoom modes for close in view of the action
- Sophisticated artificial intelligence
- detalled armoury
   b enemy status
   display
- furlous ad combat
- Interior & exterior scenarios
- svga graphics
- Windows 3.1 & Windows 95
- Windows 95
   supports Modem,
   Serial & Network
   play for up to
   players.

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Love is like a butterfly, it's soft and gentle as a sigh. The multicoloured moods of love are like its satin wings. Love makes your heart feel strange inside; It flutters like soft wings in flight. Love is like a butterfly – a rare and gentle thing. Here's Charlie Brooker with a preview of a new beat 'em up.

# Pray For Death



(Left) Here, small my toot. Dh, sorry Jun Fan. Didn't mean to hurt

somewhat spoilt for choice at the moment as far as beat 'em ups are concerned. You've got yer hardy perennials (StreetFighter and Mortal Kombat), yer rather top whizzy 30 arcade conversions (Virtua Fighter Remix, and the forthcoming Tekken), yer home-grown PC fight-o-ramas (FX Fighter, Warriors), and even a couple of wouldn't-touch-it-with-a-bargepole travesties (Rise Of The Robots 1 and 2). What we haven't got, however, is a conversion of the SGI-rendered arcade orgy of pugilism, Nintendo's Killer Instinct.

Ahal But here's something that looks fairly similar. Cue Pray For Death, Virgin's forthcoming 2D beat 'em up. Your task, of course, is to kick the shit out of the various characters, but there's also a two-player mode, in which you and a friend can try to thrash the living daylights out of each other.

Each of the characters is formed from an impressive pre-remlered sprite with

bags of animation. The first thing that strikes you is how large they are — some of the fighters reach around two-thirds of the total screen height. You would have to be an insane, babbling imbecile to express any surprise whatsoever at the revelation that each character has access to a multitude of over the-top 'special moves' and devastating combos. Furthermore, seasoned gameplayers will scarcely raise an eyebrow upon learning that Pray For Death also features a very healthy dose of blood and gore.

### Fist of fun

There are 12 fighters in all, and in the grand tradition of fighting games, they are a pretty weird bunch who wouldn't look out of place at a high society fancy dress do. There's robots, Bruce Lee look alikes, swamp creatures... something for everybody, in fact (unless you've always harboured a secret desire to lead Thora Hird into battle, that is).



(Below) Giant robots, Egyptian gods... they're all here. And they're all violent.

(Below left) Don't worry about it, Anubi old chap. Here, have you seen my new ring? Dops.

# Product details

Developer: Lightshock

Publisher: Vitgin

Telephone: 0171-368 2255

Format: CD-ROM Release date: May

Each character has its own strengths and weaknesses (the traditional formula for which runs something like this: Strength equals Size divided by Agility, multiplied by three if the character in question is a 'boss'), and a silly name. I mean, really, who would christen their offspring 'Painbringer'?

Gameplay-wise, the action is fittily fast and furious, with the giant sprites apparently untroubled by the usual problems that FC processors encounter while trying to chuck them around.

#### Pray for the finished product

The work in-progress version we fiddled about with still had a fair way to go before completion: the computer At had yet to be added, and there was a distinct lack of any kind of sound effect (though we added our own grunts, groans and moans, which proved quite amusing). Nonetheless, if the missing elements are to be as polished as the in-game visuals, this could well be a welcome entry into the beat 'em up league. Fret ye not, for as soon as we get a finished copy, we'll tell you all about it. Stay on this channel for future developments. 2



# Uitima Underworld came first, then 'Ultima Underworld In Space' (aka System Shock). Now 'System Shock)

Outdoors' has arrived.

Patrick McCarthy straps on his special equipment and gets down to it.



(Below) Your suit.
As you can see, it's made entirely of chicken wire.

T's THE FUTURE, AND YOU ARE A BACK-woodsman of rare charm in a not un-hippy like pair of dungarees, with 46 children and a wife with a bloke's name, who still does dirty stuff even after all those years (not that you can feel much after all those children). But you love each other, which is all that matters. You live

on top of a mountain and your grandparents are so ugly and unremittingly cheerful that you make them sleep in the

woodshed, and only allow them to come inside the house for Thanksgiving dinner. Hang on a minute... I seem to have got Term Nova, the hot new game from Looking Glass Technology, mixed up with The

Waltons, the feel-good, incest-based TV series from hell. That'll teach me to leave my 1975 copy of the Radio Times next 10 my press releases. Let's start again... The story so far: Planet earth is attempting to take over your planet (der-der, der-der), and it's all controlled by a totally evil organisation dedicated to running every-

thing else, called Hegemony. Which must surely set some kind of benchmark in the World Appropriate (But Unimaginative) Naming of Powerful Organisations Championships.



#### Vertical software

Like System Shock, Terra Nova provides a wide range of movement; you can walk and run, make little bunny hops in any direction and crouch down to make yourself a smaller target (or to go to the toilet during particularly frightening passages of a mission). You can look up or down, or from side to side, Looking down is handy for checking whether you've put your shoes on the right feet, and looking down while jetpacking high into the air is pretty darned cool, especially if you go to the toilet while you're up there. Looking up is handy for avoiding diarrhetic pigeons, and can also be used to lob a grenade over prodigious distances (as long as you're not using a target lock).

Obviously all this is going to be a whole lot easier if you have an extra hand and arm (ideally, attached to your body and fully functioning, but shop around outside butchers' dustbins for bargains). Perhaps this will be the first

## Product details

Developer: Looking Glass

Publisher: Virgin

Telephone: 0171-368 2255

Format: CD-ROM
Release date: May

game designed exclusively for Simmese twins. A bit of a specialised market – vertical software, I think they call it.

# Smile! You're on Candid Camera...

The scenery looks very much like the sort normally seen in one of the better flight sims, which is unsurprising given that these chaps were also responsible for Flight Unlimited. The game itself is like a sort of cross between a Mech title and System Shock, except that the suits you wear in this aren't 50 feet high. You have a few fancy tricks in your suit, too.

Among them are a number of hovering remote-controlled cameras called drones. These live on your back, and are launched from your suit and sent off to check out the lie of the land. The visuals are relayed directly to your helmet, and you can have them on one of the small screens, or your main view for more detail. (It's a shame you can't get these in the shops just yet - they're ideal for





(Below) Aiiijeeeee!

build by-passes.)

Shoot the trees! Shoot

the trees! (Sorry about

that, my father used to



finding out exactly what your flat mate gets up to in the bathroom when they make those peculiar noises late at night, after they think that everyone else has gone to bed.) Anyway, these handy little peeping-tom devices can be sent automatically to circle a particular location, or controlled manually, and you can even set the height at which they'll fly.

### Missions made possible

Other handy helpmates for your missions include instant navigation markers. infra-red viewing filters and a rather

disorientating 360 degree view mode, with mini screens showing the view to your left, right and rear. In real life this would see you keeling over and losing all four views as your helmet gradually filled with a rising tide of vomit, but in this you just shrug, because you're hard.

What more could you possibly want from a game? Well, apart, perhaps, from a section in the manual entitled "Using and Reading Your Helmet". Oh, look, it's got that, too. Do you think you can you wait for the review? I can't. Sometimes life's just too exciting. I



(Above left) Just when we've used up our monthly altocation of fart-lighting jokes, this has to happen.

(Above) This mission's called "Good King Wencestas".

(Centre right) Damn this cold.

(Bottom right) "Last one in's a Jessiel" shouled Trevor.







### Chris Anderson

takes a look at Activision's latest attempt to revive the halcyon days of PC gaming with the latest in the Zork' series.

(Right and fair right)
Stunning rendered
backgrounds and
scenery make Nemesis
the best-looking Zork
game to date.

# Zork Nemesis



n 1977 Two VFRY IMPORTANT THINGS occurred: the music industry was taken by storm by a band called the Sex Pistols, a group of people with funny haircuts who liked spitting at everyone, while elsewhere a group of computer scientists were creating a game for IBM mainframes called Dungeon.

On the surface of things it may seem that these two events were unrelated, but if you look at what happened afterwards you might change your mind: the Sex Pistols went on to become one of the most successful and influential bands in the history of music, spawning handreds of sound allikes and changing the face of the music scene forever. The computer scientists, for their part, were unwittingly creating a game that would set a precedent for all text adventures; that followed, and paved the way for the graphic adventures we play today.

# Hello Hollywood

While Activision haven't used Nemesis as a vehicle tor tons of FMV sequences and stuck an interactive movie tag on it, they have enlisted the aid of various Hollywood supremos to bring a very polished look to the game that perfectly complements the solid gameplay.

The live action video segments were directed by Joe Napolitano, who has worked on several TV projects including The X-Files, Picket Fences and Quantum Leap. The five worlds in the game were designed by Mauro Borrelli, a production designer/director who has several hit movies under his belt, such as Batman Forever, Francis Ford Coppela's Dracula and The Godfather 3.

As a result, Zork Nemesis is a computer game which has been enhanced with the use of movie sequences, as opposed to a movie which has had a game stuck on the end of it. Makes you wonder why no one thought of doing it before, really.



You see: Dungeon was the inspiration for the highly-successful Zork series, a series which opened people's eyes to the fact that they could play games on their re (well... okay, mainframe at the time). Considering the fact that Activision successfully followed up the Zork text adventures with Return To Zork and are now about to release Zork Nemesis, the enterprising computer scientists who wrote Dungeon way back in 1977 can confidently say that they wrote the lirst game in what was to become the longest running game saga on the re. No mean feat, I'm sure you'll agree.

So with such an impressive pedigree, Zork Nemesis has quite a lot to live up to. But from what we've seen of it so far, it looks capable enough to take the challenge firmly in its stride... t

# Splendiferous graphical

Nemesis, like its predecessor has headswivelling, mind-boggling, passer-byimpressing graphics that are incredibly detailed. Activision have refused to jump on the 'sod games, let's make a movie' bandwagon and have instead opted to create gorgeous pre-rendered backgrounds which, combined with thousands of animations and over 50 minutes of live video footage, give the game a very cinematic feel without the designers having to resort to filling tons of cos with full-motion video.

To achieve this admirable feat, Nemests uses Z-vision, Activision's new proprietary game engine technology which allows them to seamlessly integrate the pre-rendered backgrounds with all of the



(Right) The obligatory level-pulling puzzle.



animations and video so that the gamer is never suddenly jerked back to reality by an obvious video 'drop-in', which would interrupt the flow of the game

# Something evil this way comes...

play. Speaking of which...

The Forbidden Lands provide the setting for Zork News is. Your quest is to explore these lands and find a way of freeing four alchemists who are being held captive by the Nemesis, an evil forter who rules this previously unexplored

part of the Zork universe. Along the way you'll have to call on your puzzle-solving skills to find the answers to some 35 teasers, all of which play a key part in unravelling the mystery of the Nemesis curse. If your grey matter is up to it and you manage to wade through all these riddles, you'll eventually discover the Elixir of Eternal Life which will unlock the secret of the Forbidden Lands and free the alchemists.

Zork Nemesis is looking good at this early stage and with five worlds, adding up to a total of 40 hours gameplay, it's

(Above) Gorgeous hill res graphics are the hallmarks of this stunning adventure from Activision.

(Above, centre) I've seen some weird telescopes in my time, but this one...

(Above right) You'll have to figure what this puzzle is before vou can start solving it.





going to be bigger and better than its, illustrious predecessor. As usual we'll be bringing you fully up to date when we review the game next month. Z

## Product details

Developer: Activision
Publisher: Activision
Telephone: 0181-742 9400
Format: CD-ROM

Release date: April





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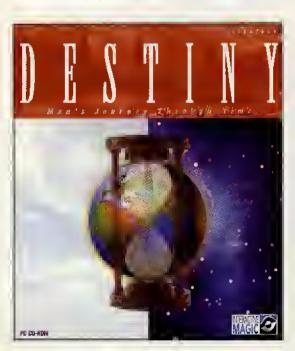
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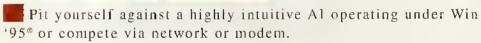
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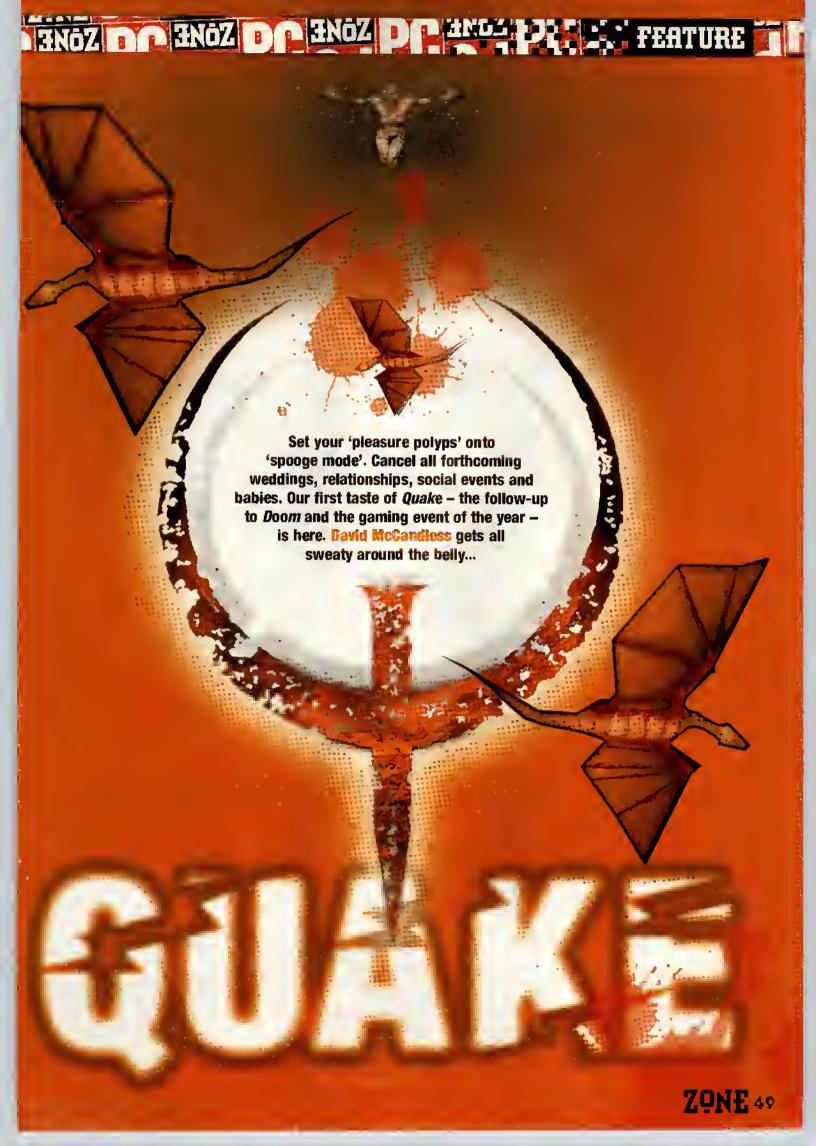


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# FEATURE CALL ANGZ PARCZ

The Quake test comes with three bullt-in levels, tully implemented in terms ot

graphics.

lightling, and

objects but

monsters or

single player

element. For

argument's

sake we'll

call them

The Castle

(small), The

Dungeon

and The

(large).

(medium),

Space Base

any other

lacking



act an aperture?"

And so It came to puss that on that fateful evening, Salorn's Day, and so It came to puss that on that fateful evening, Salorn's Day, and so It came to puss that on that fateful evening, Salorn's Day, the configuration of the second month of the ulnely-sixth year of the day but enly-fourth of the second month of the ulnely-sixth year of the twentieth century, a file, large but hunthe, wide but not empty, a file, large but hunthe, wide but not empty, the hunther century, a file begend QTESTL/AP didst materialise on the hunther consequence of the sold pass the shady file and pall it none heed. Until one did traveller did pass the shady file and pall it none heed. Until one did the official Quarke Deathmateh. TEST

The Official Quarke Deathmateh. February 24, 1994

The Official Quicke Demander 24, 1994
Released Saturday, February 24, 1994
Released Saturday, February 24, 1994
Cupyright (c) 1996 iD Software, inc.
Cupyright (c) 1996 iD Software, inc.
Cupyright (c) 1996 iD Software, inc.

Guike: Son of Doom. How Interesting but forsould I have many illegat
Interest of atomishment were heard by many a neurly traveller.

His cries of atomishment were heard by many a neurly traveller, in the contitradition of his people, the word was spread round the world at

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ELL, WELL, WELL, WELL, WELL, well - it's here. Sort of, Quake - aka 'The Game Of Our Dreams', aka 'We're Not Worthy', formerly known as 'Spooge II; Yamming Great Continents Of Spooge' - has finally arrived. Okay, okay, it's just a three-level, network-only game demo, released for bug testing purposes. And okay, ostensibly, it has no mousters, very little in the way of supercomplex architecture, nothing at all to offer as a single-player game, and runs very slowly on anything less than a Pentium, but it's a taster. And not just a brief dollop on the tongue of

This sketchy blueprint of things to come gives us a good indication of what Quake will be like, how it will look, what it will contain, what it won't contain, how the things it will contain will make the things it won't contain er, containable, how it will play, and how it will work. Rest assured: Quake is guaranteed to leave computer keyboards and monitors all over the world frosted with spooge.

expectation, but a whole facial of the

game they're already calling Marriage-

Breaker, Son of DoomBachelor.

#### First Impressions

Well, it's a first-person perspective game, which wouldn't break the Trades Description Act if it was subtitled "Doom III". It's you, a bunch of serious hardware, a variety of enclosed environments (castles, dungeons, bases ctc), monsters, blood, and lots of Satanic imagery. This isn't really that surprising coming from iD, who have built their success on games which basically involve powering around a level and shooting things'.

But while it doesn't, in its current pre-alpha state, make "Doom look like Pong", it does differ radically from its grandfather. Where Doom was sci-fi aliens' death carnage, Quake sports medieval torture chamber.

Where Doom used flat 2D sprites, Quake uses fully 3D polygon-rendered characters. Where Doom's levels were essentially clever 2D, Quake's are fully 3D with ramparts, turrets, tunnels, and multiple layers of scenery, Quake does

look light years beyond Doom, but gameplay-wise, despite new effects like looking up and down, jumping, and swimming, they're not dissimilar.

Obviously, this is an early sneak preview and it would be wrong to build up too much of an impression of the final game, but right here, right now, PC Zone can tell you that it not only looks like

the best first person perspective blaster ever, but also the multi-player game of the millennium. Read on and spooge. Z

Mentions of 'Spooge' in this article: 15



DeathMatch

is available for download from:

It requires 8Mb and a hefty PC to run (DX2/66 or betler, P90

recommended), and needs 16Mb of RAM to run under Windows 95

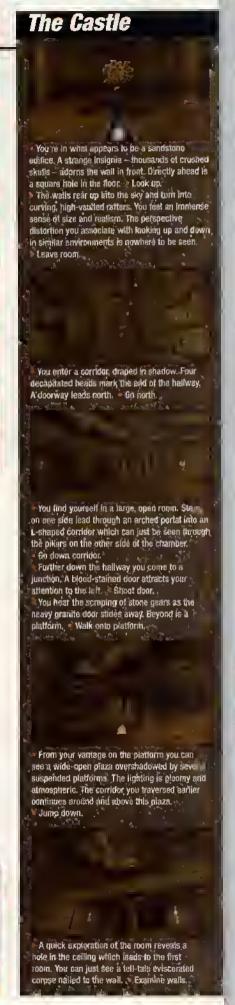
ftp.idsoftware.com

Mulliplay BBS (0181-900 1266)

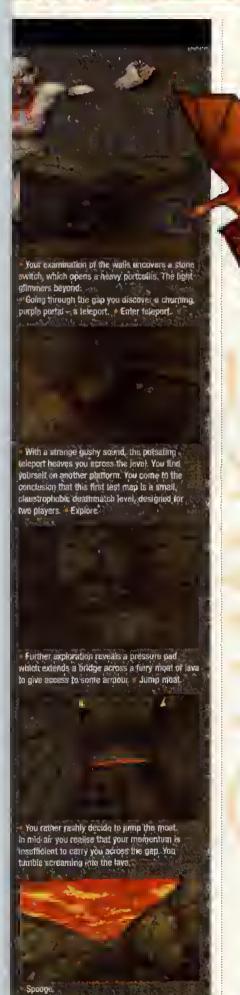
CIX confarence Quake Files

take DealhMatch Test (QTEST1.ZIP 4,316,050 bytes)

(Left) All of the new characters are polygon generated as opposed to sprites.



# TE OF YOUR



# The Dungeon

This level showcases some of the Quake engine's complexity and shows that scurrilous, Escher-like architectural night mares are possible. You start in the main 'living room' (lig with a nice mural of Bob hanging on the facing walt. A tantalising moving lift fifts back and forth overhead. The walls, stairs and floors are textured with a bluey-grey, rivetted metal look. The stairs at the side lead up to little side chambers, (fig 2) where a switch rolls back the floor of the living room to create a deadly lava trap (very, very nasty and annoying in Explore a little further and you'll notice the way root patterns cast cool-looking shadows onto the floor (fig 4). Don't look up too much though, the churring purple sky does weind things to your stomach. deathmatch:

A secret level, later on, leads to a cool chamber with a medieval grated floor revealing an excellent sniping point for deathmatch and a lovely pool of water (if you get thirsty, which you won't, because you don't get thirsty in Quake). The whole level is very dark and tight corners often lead to unexpected lava traps (1000). Here the moving floors bounce Rimsily over a deadly tava pool.

The rather cool, moving platform area (fig 7) provides yet another great sniping point for deathmatch. However, if you lower the gravity of the level, you can blast yourself right onto the roof with the rocket launcher. This is, as we say, 'very exchellente' (11) 8).



# The Console

hen you boot up the game, you're met with a scary-looking, granite-finished screen with the huge 'Q' logo etched into its surface, This is the 'console' - a command line shell where you can input all sorts of code words and options - and it can be brought up at any point during the game. Various elements can be changed 'on like fly' On a personal level, you can edit your keys, change your mouse sensitivity, boost your running speed, shift the colours of your costume, and give yoursell a new name - all by typing simple commands. Wider scope wise, there are also various commands which can

attect the tevel, the graphics and the gameplay. The FOV command changes your field of view, from a disturbing 'Hammer Horror' fisheye lens to a totally useless 'zoomed-in' mode, GRAVITY has a rather obvious effect which can lead to hilarious results (floating bodies, superhuman jumping and, of course, propelling yourself around the level with the recket launcher),

tada voli 46a9 elek aleeban in 4118 ineceset in tage in 50456 int etient There was the ser of

# FEATURE SALZ SANGZ BANGZ BANGZ

The Quasimon was met with a somewhat 'mixed' reaction from the on-line community, many of whom had spent months beating their sticks over the very thought of Quake. The responses on the Usenet groups alt.games.quake and rec.games.computer.quake.misc (mainly US), and the CIX-based Quake conference (UK thenkfully) ranged from the evangelical and orgasmic to the murderous and deeply offensive, going through every shede of unimpressed, enthusiastic, livid and suicidal sentiment en routs. We took e pick of the choicest quotes floeting around.

### On the engine...

"The engine is a sweet piece of work, it pretty much makes *Duke 3D* look like a waste of code."

"The engine looks great. The lighting effects are awesome. The game looks very realistic."

"The weapons need improvement, as does the engine speed, but the game looks very promising. The intricate details really enhance the realism."

"The weapons do suck. Their graphics are poor. The explosions suck."

"At 800x600, the graphics are truly unbelievable."

"You can download this incredible engine and take it for a... well, not a drive, because there eren't any wheels, but you can sure rev it a lot. Lotse power under that hood,"

"Whet ever happened to the trusty spacebar? I don't want to walk into a door like a moron to open it!"

"I think it's the most awesome engine I've yet seen..."

#### for the wearons...

"It's really *Door*n all over again. You're running around a castle with a shotgun, a double-barrelled shotgun, and en eutometic nall gun (yes, a nail gun). Oh, and let's not forget that all-creative rocket launcher."

"A double-barrel is a weapon I can identify with; I know what that baby does. There's a sick feeling of satisfaction one gets from shoving the barrel into someone's gut and blowing the hell out of their innerds, watching the blood fly out at their back..."

"I guess there's just something to be said for a game where you can see someone's head flying through a doorway after they gel creamed. :-)"

"And what's up with the semi-automatic, double-barrelled shotgun? What about reloading it? Now, the *Quake* guy doesn't even hava hands! Is there even any weapon for you to use it you run out of ammo?"

"I must've played with the grenade |auncher tor around half an hour last night."

"Heck, why do we need a hammer then? Just hit the bugger over the noggin with the buft at the shotgun! :)"

## The Space Base

To fully test the test (as it were), we spent a good few days (yes, days) playing the third level on six (yes, six) player deathmatch. Here are a few choice moments, captured for you with our special FragCam<sup>TM</sup>.



The boys line up for the team photo before the festivities begin. There's Killer, Mr Mep, Knuckles end er, Miles, who annoyed your rocket-launcher-certying photographer before the snap was taken. He paid the price as will anyone who crosses me – muhahahaha!



Coma gal some. The expression on the player's face changes depending on his actions. You either get pain (scrunched up), at eese (scrunched up), or firing weapon (scrunched up). The key phrase here is "scrunched up".



Why not surprise an unsuspecting opporant by leaping lightly behind them and then blowing their head off with a shotgun?



And why not, when the trophy is so amusing. Yes, it's Miles's head, a look of egony transfixed on his face for ever. Muhahahaha.



As you would expect (end demand), each shotgun hit extracts about 12 pints of blood from your opponents. Then it's time for them to jerk spasmodically and scream in pain.



The 'back gerden' of the Space Base is a veritable frag teast. Players erising from the weter are sitting ducks for a well-placed rocket, while a pletferm accessible by lifts is the perfect sniping point.



Here are some architectural highlights from level three (as seen from our special "We've Turned Clipping Offacam"). The 'curvy ladder' is a precarious walk to reach the most powerful protection in the game; the red ermour, Unfortunately,

nevigeling the ladder is rather perilous – you're a complete sitting duck on the way up. The 'chaingun maze' occupies a small corner of the map, but offers some serious LAPD- style

dodging and dücking down corridors.

# ZONE O ZONE



Another cool thing about Quake is the variety of ways your crushed enamies will die Some explode (with appropriately oushy. Intestines slanning wall sound effects) Some drop to their knees. clutching Their throats and gargling horribly. Some double up with pain and lie there in a crumpled heap. And some will just tumble backwards and thump heavily onto the ground.





Top tip: when dashing into battle scenes be sure to avoid rockets.



The 'mlook' feature in Quake (is the ability to look up and down while holding down a key or mouse button) anables you to get those hard-to-reach snipers.



Here's someone getting some nalls where they're most needed (ie in his body). One step left or right to avoid the onslaught, and he'll be in the drink and swimming for his lita.



Shall I dabble in this or walt until the end and pick off the loser?



Little does Knuckles know that he is soon to receive a copious halping of nine-inch death needles from the nail gun. He should use the mouse (instead of the keyboard like all crap people do).







Oh, you think you're hard enough? Straddling the top of the steps like a big girl's nanny goat grutt? Oh, you reckon yourself, eh? Come on then if you think you're hard enough. . Aaargghhhhhhhh (scream). You are hard enough, Leg It!!



Each player can set a colour for their shirt and trousers. This can lead to rather Howery fashion statements. Luridly coloured players also stand out from the gloomy walls like traffic beacons so tend to die often (and horribly).



On deathmatch...
"I've played the network game. Two
Pentiums with 16Mb RAM... the "test" still sucks big!!! MAN, MAJOR LET DOWN!!!! iD has regressed!! The weapons are pathetic... the explosions look like candy fire crackers!!!! The missiles are a joke, you can't even see them and they blow up like bottle rockets."

"It's Interesting here at work because I posted the Duke Nukem 3D shareware up on your net and people really like it, but nobody is playing head-to-head. However, I put the *Quake* test up and we've been playing it just about every night."

"Deathmatch is much more of a 30 affair now than it was before - it really adds a new dimension to things (no pun intended), Just as Descent deathmatch requires different skills and tactics than Doom."

"I played it eight-player network end it was the most fun I've ever had in a 3D game. Pure mayhem. Hove Quake."

"I love the levels. Tons of nooks and crannies to hide and blast people. like sheeting people through the floor grill on level two."

"However, whether ID bashers want to edmit it or not, the game is certainly very entertaining when it comes to deathmatch gameplay."

"Played four-player deathmatch on Sat. night. Bye Bye Doom!!!!!"

"Quake muiti-playert!! This game is bloody excellent!! It rocks!! It rules!! etc. :)"

"If 10 re-released Wolf 3D and slapped "Quake" on the box, it would still meke money... "

"Doom was great because it came out of the blue and smacked the gaming world between the eyes. Quake, by contrast, has been anticipated so much that it can't help but be a

> let-down for many." "Not even going to bother arguing with you as I can't see how you can tell from a

"Isn't it remarkeble that, even given how ridiculously hyped the game has been end how the current release is only an early test, many people are still very, very impressed by it?\*

pre-alpha deathmatch test."

"The point is not that the Quake Test is e great game. The point is that it, in my opinion, has great potential."

\*Trent Reznor of Nine Inch Nails will be doing the music/sound fx, I can't wait, NIN kicks ASS so I know the music in Quakewill totally kick ass too!"

"This is true, sad but true. Look at all the people defending the *Quake* test... not on the strength of enything we see In the test, but just on the Idea that iD could do no wrong."

# FERTURE CALL ANGLE LENUZ

The Qua was met with a somewhat 'mixed' reaction from the on-line community, many of whom had spent months beating their sticks over the very thought of Quake. The responses on the Usenet groups alt,games.quake and rec.games.computer.quake.misc (mainly US), and the CIX-based Quake conference (UK thankfully) ranged from the evangelical and orgasmic to the murderous and deeply ollensive, going through every shade of unimpressed, enthusiastic, Ilvid and suicidal sentiment en route. We took a pick of the choicest quotes floating around.

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54 ZONE

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Interview with 10 Software us a small c-mail audience, to ask them about *Quake* and all who will sail in her. We spoke to Mike Wilson, Biz Guy #2, at iD.

PC Zone: In the test text file, it says that iD welcome gameptay suggestions posted to the Quake Usenet forum. Itow much notice do you take of people's suggestions, for say, new weapons, or monsters, or effects? Mike Wilson: We read as many as we can. Most of them are ideas that we have considered already and that either don't contribute to gameplay or don't work well within the technology. And many are just plain shitty. But occasionally there is a diamond in the rough...

PCZ: A lot of the 'criticisms' of the test release have been people whinging about little things like explosions, or the lack of doors, or how it's 'too dark', or there are 'no monsters' (doh). Isn't it frustrating, after spending time developing something quite obviously ninjascopic, to have people poke holes in unimportant spot effects?

MW: We pretty much ignore any feedback not pertaining to deathmatch play, since

that was the sole focus of this pre-alpha test. Very, very little of the single-player elements that you see in the levels are finished. Most are placeholders. As far as the frustration, we knew very well that the experience would not be satisfying for anyone who didn't have access to a network. When all you have to do is run around and pick up armour, all there is to do is pick things apart. The feedback from the deathmatch play has been stellar, so we aren't frustrated in the least.

PCZ: What would you say to the criticism that Quake is just Doom III?

MW: The deathmatching is similar to Doom in the game's current state. The gameplay differences will become apparent later. Of course, Doom III isn't exactly a shameful thing, from my standpoint anyway!! However, the team here is committed to putting out an offering of sheer genius that will not rely on past laurels.

PCZ: The text file also mentions "some neat new effects we're programming in right now". Any chance of telling us a few? MW: Nope (with guns to my head).

PCZ: The player characters look really





# ZONE ON ZONE ON ZNOZ

awesome but are we going to see them carrying different weapons?

MW: None of the weapons in the test are the finished product. You can count on us to consistently come up with new and improved tools of destruction,

PCZ: Currently the test version isn't optimised to 486. Can we expect the full version of Quake to be 486-friendly? MW: That is certainly our intent. We have a couple of non-Pentiums here in the office, and John Carmack will do his best to optimise for those processors, Still, we are committed to making Quake everything it ean be. There is a possibility of an enhanced version for machines with the horsepower to use the additional features. The game will be funtastic for as many people as possible; this is always a priority. PCZ: How do you see the Quake Servers operating? On a lieensed basis (like DWANGO) or more as a free-for-all? MW: We don't have a clue. Some of the developers have unfortunately shared some preliminary ideas about this on-line, but we don't have even the beginnings of a business plan for licensing servers as of

fast and swipes its swort faster. Yikes,

today. Again, we want as many people to have access to quality play as possible. The main issue is balancing widespread, inexpensive (or even free) access with quality control. We hate people to play our games on 'Uncle Jed's BBS' and think that it's our games that suck.

PCZ: Will eight players be the network limit or will there be more?

MW: As many as possible. The game itself (unlike current multi-player games) does not impose a limitation; it will be a question of bandwidth and physical size of the levels. We don't have a firm answer on this, and won't until the game is closer to being in its final form.

PCZ: Will Quake Deathmatch work on KALI and other Internet systems (like Descent)? MW: Internet playability is a priority. l don't know about KALI, specifically. But never, ever say "like Descent" when referring to Quakel:)

PCZ. Are we going to see the World Quake Deathmatch Tournament 96? (hint)? MW; I would not be surprised. Still you may very well see another Doom Deathmatch tourney as well, Doom is staple fun gameplay now, and I don't think it's going away. But people do like to play more than one game...

PCZ: Do you think we'll see the promised 'entrail interaction' - whereby a player can pick up opponents' heads and arms and use them as weapons?

MW: Promised? I didn't know anything was promised. It's not in the game right now. If it is implemented, we will see how it affects gameplay. If it's cool, it's in, and if it's not... well, it wasn't promised.

PCZ: Are you going to release some kind of Quake level editor, or are you going to leave it to talented 'amateurs'?

MW: Not sure right now. I'm sure editors will pop up before the game is even done, and who knows if ours will be the best. PCZ. Were you surprised to see the patches

for monsters appear so quickly or did you always expect this to happen?

MW: We did not intend to upload the monsters. Oops. That part was frustrating since for the artists in particular, showing the public unfinished, experimental work, is not too cool. It's like me coming up to Adrian and Kevin just as they begin to draw something and saying: "Wow, that looks like shit" (which I love to do), PCZ: This is a network-only test version, but also a good taster of the awesome Quake engine. Some people have cynically pointed out the timing of this release after Duke 3D, well before the full game's release date - as an indication that iD are 'running scared' of Duke 3D (and other Doom-style offerings Into The Shadows, Prey ete). What do you say to that and is there more to this release than meets the eye? MW: This release is a testing tool. Our experience with outside testing houses and even bringing in beta testers is generally unfruitful, so we used the

largest pool of testers known to man... the net. Marketing-wise (marketing ranks just below custodial around here) the test made no sense. It has nothing to do with any other products, and has no business purpose. Just testing. I don't think Into the Shadows (which is awesome technology) is going to be Doom-like at all. And Duke 3D is another improvement on old technology. It won't matter to Quake. Duke is fun, but it may suffer from timing.

PCZ: So what are you going to do next? MW: Get naked and eat ehicken. Actually, John Carmaek is already working on (as usual) the next generation of technology, even as we try to round this one out. The developers are 100 percent focused on making Quake all that it can be right now, and they will get 100 percent focused on improving on it after it's done. My work just gets harder when Quake is done; I am the distribution company in the US. Thank God for the GT boys over there... PCZ: Thank you great god of software development. We are not even worthy to lick your toenails free of grit and 'fluffy' sock detritus. We genuflect deeply and offer our bare chests for you to stab with

a pair of rusty scissors. MW: You're welcome. Z

# The Monsters (the story so far...)

A few days after the test telease, some clever bod hacked into the Quake code and brought



through obstacles.

(Below) None of the monsters are complete as yet and most of them will change before the game is released.



# IEWS INTRODUCTION



Once the dust has settled and the initial good/bad vibe about a game has gone, a lot of products often deserve a second look. This is where we go back and give 'em another going over.

## Top Gun: Fire At Will

#### MicroProse

With Wing Commander IV being such an underwhelming affair, it's nice to see that interactive movies can work if you don't try and do anything too ambitious and keep the FMV (Fuzzy Motion Video) to an absolute minimum.

Top Gun succeeded where Wing IV failed because it didn't allow the FMV to overwhelm and impede on the gaming experience. Spectrum Holobyte proved that, used sensibly, FMV can be VFM if you keep it short and sweet.

It's worth pointing out that Top Gun wasn't actually marketed as an 'interactive movie', but as a flight sim that was based on a film that was released ten years ago - everyone's expectations were therefore not tremendously high. Wing Commander IV, on the other hand. was very much sold as an 'interactive experience' that "starred" Mark Hamill and Malcolm McDowell - and cost a whopping \$10 million to produce. In this case expectations were unfeasibly high because of the money involved and inevitably people were disappointed (as they were with the budget-busting movie Waterworld), because they couldn't see where the money had gone.

Maybe Wing IV isn't such a bad game after all (Chris admits to loving it) and perhaps it was just a victim of too much hype, MicroProse have proved with Top Gun that interactive movies as a genre can work, you just have to remember that ultimately games players want to play a game and not sit staring at ten minute 'segments' of flickering FMV. If they did, then ecs would come with an MPEC card fitted as standard and Mark

## Formula One Grand Prix 2

#### MicroProse

Er... what the bloody hell is going on here then? We got our hands on a copy of FIGP2 a good couple of months ago now, and as far as we were concerned that particular version was near asdammit completed. The cars were all in. The stats were sorted. The track maps were all in there and... well, it seemed preity much finished as far as we were concerned. Pete loved the game (so much so he practically wanted to perform bizarre sex acts with it) and the general consensus of opinion was that it was A Good Thing. And now it's April and we still haven't heard a bloody peep out of MicroProse or clear Mt Crammond.

Oh yes, we've seen a few later versions of the game and we've said how cool it looks - but what's the point of only magazines like us being able to play it? We can tell you how good it is until we are blue in the face but it doesn't mean a thing unless you lot can play it.

As time goes on the ante is being raised as well. Just three months ago, it was certainly the dog's bollocks as far as racing games were concerned, but now we hear that Psygnosis' amazing F1 is poised to be unleashed onto the PC. This will seriously steal some of GP2's thunder. But don't get us wrong -Crammond's baby is completely bloody amazing but if it doesn't come out soon it stands a chance of not being at the very top of the heap for long.

We're fully aware that you're all pissed off about the situation and we're equally aware that MicroProse are very nervous about the whole thing. We have been given assurances that the game will be in the shops by the end of April. We'd be keen to hear your views on the thing when you finally see it.

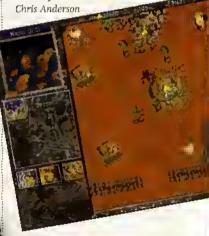
John Davison

### Warcraft 2

#### Ritzzard

You wouldn't believe the fuss people were making over this game when it first came out. They were raving about it on the Internet, hailing it as the best strategy title ever. There were even a few misguided sods who had the damn perve to suggest it was even better than Command & Conquer. We reviewed it, but we couldn't see why everyone was so excited. Yes, it's a nice-looking game. Yes, it's fairly addictive, but only for a few days. This is because the missions become repetitive too quickly, and you have to play too many levels before you can use all the weapons and features in the game, so by that time most people have already got bored of the thing.

It has to be said though that when we reviewed it we were wondering if we'd been a bit harsh on the game, but since then, we've spoken to several people who were raving about it at the time who now all agree with me that it becomes too tedious to play beyond a day or two. The same people (and us, l might add) were playing Command & Conquer for weeks on end: in fact it's still a fave network game with the PC Zone bods. Warcraft 2 is good, but it's certainly not brilliant!



## Crap games

There are some games that you can feave in the middle of the room with a big sign next to Ihem saying "please sleal me" and you still can'l gel rid of the bloody things...

Resurrection: Rise 2

Tomcat Alley

Comix Zone

Rapid Assault

Thunderhawk 2

Ve see hundreds of games over the months bul there are a few that we hang on to and continue to play at lunchlime/when we'te supposed to be doing more important stuff... Championship Manager 2

Cool games

Actua Soccer

Top Gun: Fire at Will

Descent 2

Quako (Deathmatch)





#### THE ZONE SCORING SYS

#### 90+ CLASSIC

Drop-dead brilliant, fab, skill, top. cool, excellent, almost as good as sex... etc, etc. Virtually flawless in all departments and oozing, yes oozing playability.

#### 80-89 RECOMMENDED

Rather jolly super, but just not quite up to it in the sexual conquest stakes, More like a good snog really, One of those experiences that's more than adequate all round.

#### 70-79

A good idea that's been reasonably well implemented, but not awfully original. A bit like someone coming up to you and saying "do you come here often?" The sort of game you'd go for if you were pissed.,, or a bit desperate.

#### 60 - 69

Just above average, but absolutely nothing to write home and tell mum about. Adequate presentation, mediocre gameplay and failing release grade in the originality stakes

#### 50-59

Averagely average Mr McAverage, Any game getting a score around this mark has absolutely nothing special about it whatsoever and will probably be forgotten almost immediately,

#### 40-49

A just about bearable game which notches up a number of crippling flaws. The presentation ain't hot and the gameplay's worse.

**20–39**Naff, and definitely worth avoiding at all costs.

#### 20 and below PANTS

Absolute, complete and utter crap. It doesn't get much worse than this and therefore deserves the ultimate accolade,, the PC Zone big, blue pants award for extreme naffness.

#### Thanks to Paul and Mark at GT

Interactive Everyone at iD

at interplay

- ·Steve McKevitt at
- Gremlin · All the people called Alison, Allison or Alyson
- The guys with the allen-sounding names at Parallax

Normality Normality	58
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Speed Haste	70
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S.T.O.R.M.	80
Spycraft	84
Virtuai Snooker	87
Pick 'n' Mix	90
A round-up of the month's 'also-r	ans'

including Chronomaster, Bad Mojo and

some seriously weird stuff from Time

Warner... Dark Eye, anybody? Bloody

hell... weirdyville.







PC Zone use Gateway 2000 PCs exclusively 'cause they're absolutely tab. It you want any more information about Gateway 2000 machines, you can call them on this number:

*1800 742000* 



You've got a friend in the business.



#### CD REVIEW 😹 🗎 🗢 🕽



Normality

and John
Davison
reckon
they're about
as normal as
they come.
Mind you, they've
yet to catch on that
"they" actually refers to
the nearly extinct Malajusto
tribe of Southern Borneo.

Patrick McCarthy

T WAS BOUND TO HAPPEN. SOONER OR later, somebody was going to take the plunge. Ever since people started deconstructing the Doom code and working out how the programmers put it together, we've been given first-person perspective games by the bucketload but the only adventure titles we've had in anything approaching that style have been pre-rendered (in other words, shite), and you haven't exactly been free to wander about your surroundings as the fancy takes you, In fact, it's usually quite the reverse: you have no choice in the matter at all. You go where the game decides you're going (or you fall into a pool of cyber-acid and die).

#### Work is freedom

But now we have Normality, a point andclick adventure which is viewed from the first person perspective, and which Tech specs

Memory: 8Mb

Processor: 4860X2

Graphics: VGA, SVGA

Sound: All major sound cards

Controls: Keyboard, mouse

isn't pre-rendered. In fact, it features a smart 3D system called True 3D that gives you texture-mapped environments in which you can stroll about with all the freedom of a 'care in the community' victim who's searching for that perfect, gentle-faced victim to engage in tedious conversation about the problems they're having ironing their collection of London Underground memorabilia. (And yes, since you mention it, it

ptobably would be you. And it serves you right for being too well brought up to tell them to knob off.)

Oh all right then, you're not quite that free – you are free to walk about within each location, but you're not free to walk about from one location to the next. If you've completed a section of the game, or you need to go somewhere else, or whatever, you can either call up the map and click on



(Below) The FMV sequences (or GDVs as they're known — Gremlin Digital Video) are all extremely high quality and are sprinkled liberally throughout the game to illustrate points of interest.







#### CD REVIEW



where you want to go, or – if the location allows it – you can walk outside to the bus stop and catch a bus. It's a shame that the programmers couldn't have found some way of loading each location in such a manner that you could actually walk to it, like a sort of first-person perspective Alone In The Dark or Ecstatica, because it would have done a lot for the atmosphere. Still, we'd only complain about having to walk everywhere if they did. Unless they put everything you need really close together. Or used travellators.

#### **Background Information**

Where the approach to the gameplay is fairly imaginative, the plot... well, isn't really. Normality is one of those gloomladen futuristic jobbies that are all too feasible for comfort; the city in which your character lives – the delectable Neutropolis – has been turned into a very dull thing indeed, by a powerful organisation who have imposed strict slandards of behaviour upon everyone else (no doubt while spending all their time with under aged Filipinos and

#### In perspective

Adventure games spring up all the time, and these days it seems that as far as quality goes they're all very similar. It you want a new challenge, this is one of the best offerings so tar this year.

Normality

Kingdom O' Magle

Sam and Max

Discworld

amusingly-shaped fruit). Everything that might raise the pulse, the eyebrow, or any other part of the anatomy, is banned. The only thing on TV is Teletext (and even that's only got the business news), and Freddy Mercury tribute albums are the only music you're allowed to listen to. These people make Oliver Cromwell look like Liberace.

You are a free-thinking 'dyood', imprisoned in a Norm cell at the start of the game by the Norm Police (merely for the simple reason that you won't conform), a heavy mob used to ensure that everyone complies with the dictates of those in power.

You seem surprised at your arrest, by the way, but to my mind it's thoroughly justified. In a game where everyone else talks in a variety of regional linglish accents, you witter on in what is meant to be a cool and laid-back voice for hip gamers to identify with. In fact, it sounds like a cross between Greg Proops and an adenoidal California brat. Anyway, basically from there you have to escape, and do other stuff. You know, have an adventure.





(Above) Although the view is unique, many aspects of the game are very traditional – like the inventory screen for Instance.



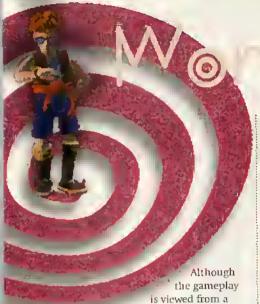
(Below) The True 3D engine is very versatile and many of the puzzles rely on the fact that it lets you look both up and down, Here you have to peer down through a hole to reach down and collect an object.





For a ground-breaking adventure game, Normality has a distinctly ground-..., er... reinforcing interface. Click the right mouse button, and up pops this 'voodoo doll' to perform all the functions for you. Very apt...

The hand with the grabber picks items up, the other hand uses them. The eyes look, the mouth talks, and so on. But given that everything else is viewed from a first-person perspective, it's a sharne that Gremtin didn't come up with something a little more in keeping, or imaginative – even e row of icons at the top or bottom of the screen would be less intrusive and clumsy. As for the 'open' icon (a door in the voodoo doll's chest), its subtlety leaves me lost for words. It's either the work of e genius or a deranged idiot.



first-person perspective and you can look around all over the place including up and down, it's very traditional point and click: explore your snrroundings; pick up everything yon find because you'll probably need to combine it with something else later to solve a problem (and even if you don't, at least it looks like yon're trying); talk to other characters; get hopelessly stuck; beat your head against the desk until your forehead looks like John Merrick's... you know the score. And all in all, it's damn good. The variety in the puzzles is up there with the best of them... there are some where you have







to stick things together to make useful contraptions, and there are others where you simply have to find something that a character needs (or in some cases doesn't). Everything is pretty much 'objective' based, though.

Once yon've made it through the initial stages and escaped from your flat, you'll soon find a resistance movement fighting against the Norm Police and the tyrant who is ruling the city. The leader of the resistance will set a number of tasks for yon that will take you all over the shop, and each of these overall objectives is made up of a number of interlinking mini-puzzlettes.

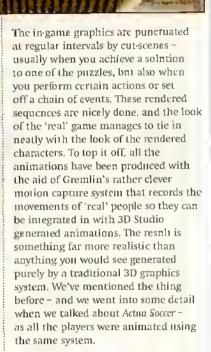
(Above) The action all starts in your flat... and it's something that should be familiar to anyone who has lived in student accommodation.

(Above) Believe It or

not., . this is vital

to the plot.

(Below left) For some reason, there's a camera crew in here.



Laugh? I nearly died...

The game's sizeable, and pretty good, too. It isn't easy, by any means – some of the puzzles have solutions obscure enough to please the most lateral-thinking of players... now you're waiting for a 'but', aren't you?

But (there you go) it isn't without its little foibles. As a comedy adventure, it isn't up there with the likes of Sam And



#### Second Opinion

Normality is quite clearly having a crack at the big league, and has the Lucas and Sierra adventures very much in its signis. By turning the whole thing on its head and giving you a 3D environment, Gremlin have achieved something which I'm sure will be copied by many other developers. It may not be a lotally new genre but it combines the best bits of 3D RPGs, like Ultima Underworld, with traditional point-and-clickers such as Discworld and Day Of The Tentacle.

Graphically the title is superb and the gameplay is very absorbing – it a little surreal in places. Like Patrick, I lound the main character to be intensely annoying at times... not so much in what he does but in the way he talks. The game is full of Brunimies, Scousers and every other kind of stereotype Brit... but the main character is an irritaling yank.

On the whole though, It is a great game – and certainly one of the most enjoyable adventures to arrive in the past lew months. It definitely gets the thumbs up over Kingdom O'Magic, In my book anyway.

John Davisen

### 50000

# Ambitious, and worth a look. Price: TBC Release Date: March Publisher: Grendin Interactive Tel: 0114-275 3423

Max, or even Discoorld (if you find Terry Pratchett amusing, that is). It has its moments, and raises the odd chuckle but sometimes the dialogue really drags on. Often, you feel that you don't really need to listen to much of it, which is fine if it's entertaining anyway, but sometimes it's just a little bit tedious. **Z** 

(Betow) This is the Ordinary Outpost a hive of Norm Potice activity, and where the action with eventually take you.





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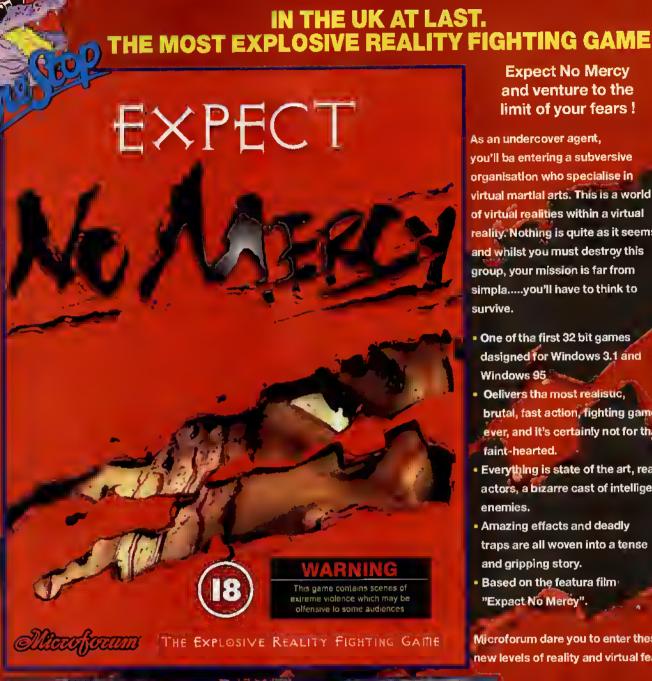
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## ITH A CONFIDENT WINK AND A swift nildge to our collective tibs comes Kingdom O'Magic

ITH A CONFIDENT WINK AND A swift midge to our collective ribs comes Kingdom O'Magic, "a comedy point and-click adventure with an RPG engine running underneath". Somewhat unusually it gives you, it says here, six games in one. This is based on the fact that there are three different quests to embark upon, and two main characters with whom you can play through each quest. Just in case your maths isn't too good, the formula is: three quests x two characters = six games. But does it, though? Eh?

#### Two characters = two games?

This doesn't stand up particularly well under closer scrutiny; if you play the same situation in the same quest with different characters, you'll often find

Shah-ron As you can probably gather, she's the female character option. She's physically less strong than the spindly-limbed male character (because she's a bird, right?). On the other hand, she's better all using magic. Eee, it's just like living In Japan. As you can also probably see, she has enormous breasts, a mini skirt that barely covers her buttocks and high-heeled thighlength bools. This is so that we will alt be lurned-on by her. This version shows Shah-ron's knickers beneath her skirt when she bends over - in the eartier versions, she had no knickers on. They probably had to pul the knickers on because they weren't sure what was

supposed to be underneath.

#### Tech specs

Memory: 8Mb

Processor: 486DX/33

Graphics: VGA

Sound: All majer sound cards

Controls: Mouse

yourself repeating many conversations word for word. Obviously at other times, through necessity, the conversations will vary. Other characters can't, for example, make any allusions to the size of your male character's breasts, which forces the writers to come up with new dialogue at these points. And there are occasions when you'll have to alter your approach to situations with each character accordingly. The aim of each quest remains the same, though, and there are more similariries than differences.



#### Three quests = three games?

This almost scrapes it, although if the locations in one quest are also available in another (some aren't), many conversations are, again, identical – the one where you're trying to get a wig from the wig-maker springs to mind. You even get the same wacky interjections

(Above) Interface wise the thing is pretty much up to date.

(Below) All of the characters in the game are rendered but they tend to look a bit 'lumpy.'





#### CD REVIEW 💸 📭

#### Thidney

The male (and somewhat repulsive) character option, for those who ere so swimming in testosterone they simply can't imagine playing a female. His voice is provided by John Sessions, but before you start thinking along the lines of 'uh-huh, pretentious, incredibly pleased with his own Jokes, enxious to stress to his audience how clever he is', i'll move on to Thidney... He's a wacky kinda guy, with e quip for every situation and an accent that alters so often in the mid-point of e line that you never actually work out what his real accent is supposed to be. (Perheps he should do e Mike Yarwood and say, "And this is me," so thet we know.) Anywey, despite the strange fact that he has arms like e supermodel, he's the physically stronger of the two characters you can use. Because he's e bterk, right?



(Above right) All of the scenery has been rendered in 3D Studio and looks quite unlike any other adventure game.

(Right) You are one ugly muthafu...

α



at the same point. So their formula doesn't exactly work. But then, since you get plenty to do without adding it up in this way, let's forget all about it.

#### Kitchen-sink drama

Kingdom O'Magic is unusual for a point and-clicker, in that not just cut scenes, but stock film footage has been added for comic effect. It can wear a bit thin, but given that the approach is basically everything-but the-kitchen-sink humour.

it will probably win you round.

The script, when it's not being used to portray minorities in a less-than-flattering light, also has its moments, and made me laugh on a number of occasions.

There are some nice touches

the idea of the Gorgon's photo album was one that I particularly liked. The game moves through day and night, with certain locations available at different times of the cycle. It's a nice idea in theory, but can mean waiting around while time passes - and the endlessly repeated night falling, daybreaking 'joke' is guaranteed to drive you round the bend.

#### A dedicated follower of fashion

You sometimes feel that they're trying just a little too hard to latch onto some kind of trendiness, even down to using Perez Prado's Guaglione (aka That Music Off The Guinness Advert) in an intro sequence, and ladling on the Pulp Fiction teferences. The script is actually more entertaining when it stops trying to impress you with its cleverness - some of it is just downright peculiar, Speak to one particular elf, for example, and he'll say in a startlingly fey and highpitched voice, "I live in the Forest, I have no debts whatsoever and I'm incredibly well-hung. Every day is a lovely day to me..." and wander off, And some of the fiercely menacing wraiths come out with unexpectedly comic lines if you speak to them in a certain way.

As for the RPG stuff, what it amounts to is that the NPG characters stroll about all over the place and have their own health and spell points (this can be a pain if you get something to give to one of them, and can't find the swine because they're windering about so much, but that's the price you pay for an underlying RPG engine, I suppose).



#### Score



Pretty good. Worth a look. And other hackneyed

#### brases.

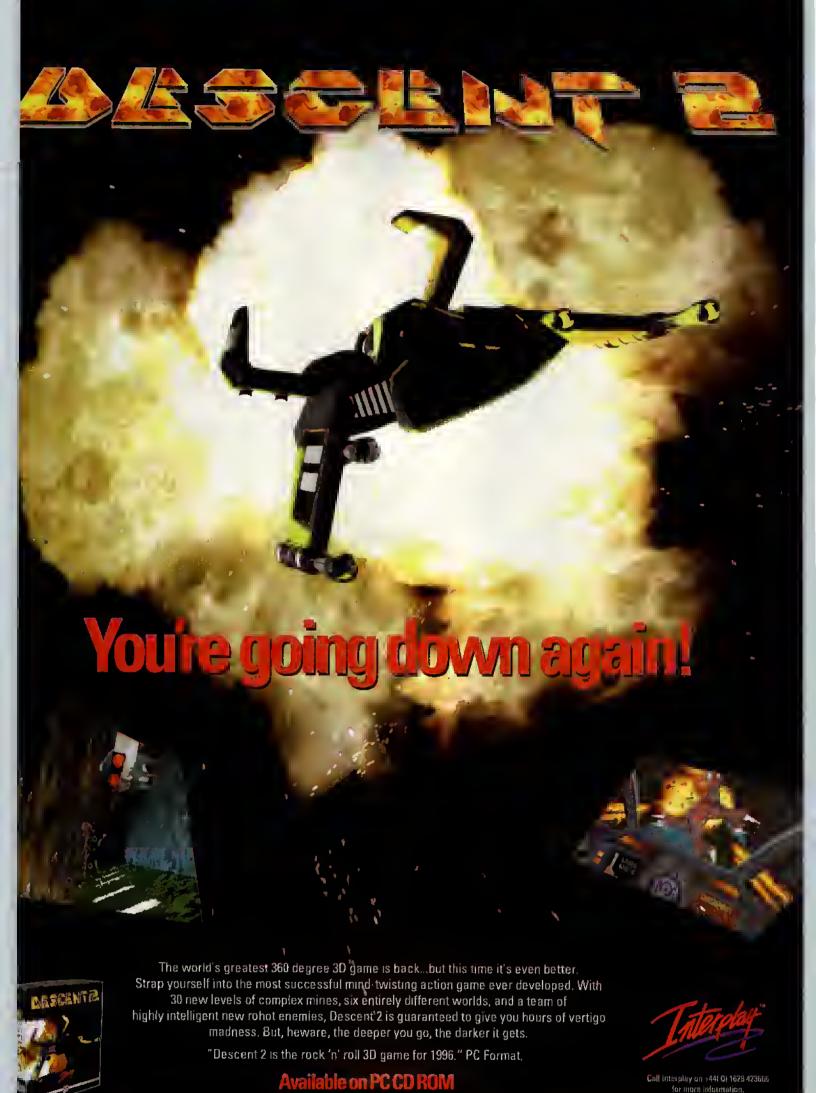
Price: £44,99 Release Date: Out now Publisher: SCt/Funsoft Tel: 0171-585 3308



Different races also have a healthy dislike for each other, so you'll often hear or see fights between them; you can find weapons to use on the buggers yourself if you get a bit tired of all the chatting and are sure they won't kick the shit out of you (which most of them will, given the opportunity). All in all, though, Kingdom O'Magic is essentially a solid game, well up to scratch. **Z** 

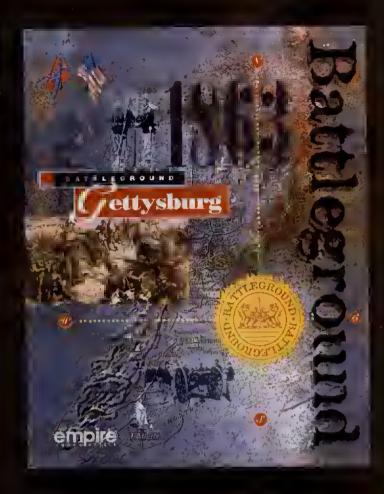
#### Stereotypes

It's only a game, and supposed to be funny end all that stuff, but it could do without the minority stereotypes. The Black King comes out with all the soul-brother type shit more usuelly associated with blaxploitation movies. The designers seem to think they can get away with it by sticking in references to Samuel L Jackson in Pulp Fiction, but there's e difference: in the film his was a strong character that you don't laugh at this one is a buffoon. And the hairdresser is a camp homosexual. Apparently the designers tried to justify this by saying that all minorities come in for the same slick – they're not just picking on one. Don't the admirable Jim Davidson and Bernard Manning say the same thing? What rib-tickling fun.

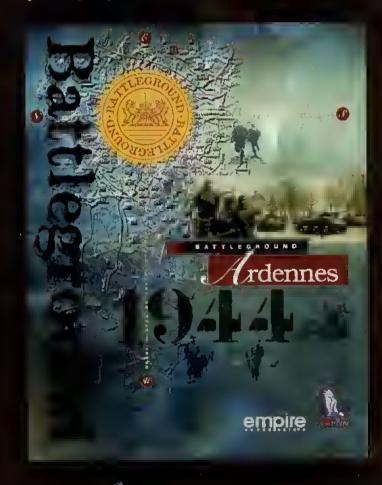


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als with FMV footage, MicroProse's Top Gun was more than worthy of the Classic award to press so here's another handy overlay... sims, there are plenty of buttons you have we gave it last month. As with all flight

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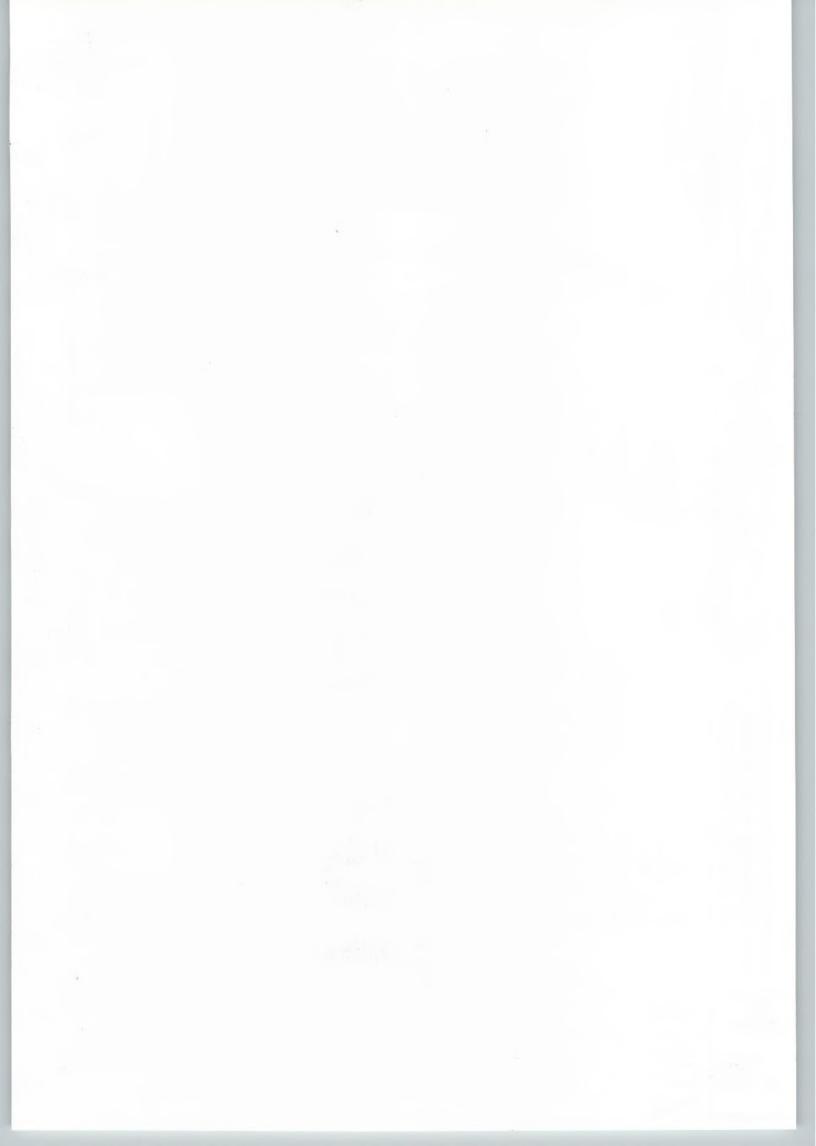
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MENU

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## **C&C:** The Covert **Operations** \*\*

So you've finished Command & Conquer and you think you're really hard, eh? Well, that's what Pete Hawley thought until he tackled the new mission disc from our friends at Westwood.



VER RECENT MONTHS COMMANDING and conquering into the wee small hours became something of an international past time for PC users across the globe. A sales figure of 500,000 copies of the game throughout Europe alone isn't bad for a start, but now there's another assault on our desktops in the form of a brand new mission disc; The Covert Operations. And to continue in the tradition of mission discs, it's absolutely rock hard.

Mission discs are a very strange breed of software indeed... I mean, what are they exactly? Where do they actually come from? And why are they always so incredibly difficult? Taking a quick look back through the PC's chequered history, a few titles spring to mind that leave me with the lasting impression that mission discs are released for one of only three reasons:



(Left) Nod gits are still

disappointing that the cut-scenes haven't changed.



(Above) Right! I'll plop these tenks here while my commando leans aboard the Chinook to ge and cause some orief on the other side of the river.



slaughtering innocents in this mission disc!

(Belew) It's slightly



Memory: 8Mb

Processor: 486DX2

Graphics: VGA

Sound: All major sound cards

Controls: Mouse

Note: You will need a copy of Command & Conquer before you can use this disc

1) They act as an appetiser before the actual sequel arrives, keeping game junkies happy in the interim period.

2) They are an attempt to cash in on the success of the original by slapping a few extra levels on a CD, although the same game engine has been used and there are no new features.

3) A sick joke created by programmers for game-testers and people who work at the developers who are now bored with playing the original for 16 hours a day, and need a new challenge.

Does anyone remember The American Revolt, the mission disk for Syndicate? If you are familiar with it, you'll understand exactly where I'm coming from.

#### **New bits**

All the new missions and network levels are listed (eight GDI, seven NOD, ten network), and simply clicking on one launches the mission intro animation; there are no new ones, I'm afraid. This initial menu system annoyed me. There isn't any campaign or plot to follow with the new levels, it's just a case of fighting through them one at a time. This is all very well and does mean you get to the see all the new levels without having to play them, but, one of the reasons I enjoyed the original so much was because of the immense sense of atmosphere and realism that built as you battled towards your final goal.

Another irritation is that glaring errors in the artificial intelligence are





still in evidence; network play still suffers in this respect too. And then there are the harvesters that wander aimlessly, despite being next to the largest crop of Tiberium in the known galaxy, and spending pots of eash on satellite strikes which then do about as much damage as an angry spider with a head-ache. It's still best to save your money and build an enormous battalion of tanks and steam in from two sides. Ho-hum!

Niggling criticisms aside, C&C stands as one of the finest games of last year, and the addition of new levels can only be a good thing. The Covert Operations is an excellent addition to any Command & Conquer General's software collection, and if you are an avid fan 1'd strongly recommend you dip into your war fund and purchase it immediately. If you're a casual C&C dabbler then be warned it's harder than eight hard things all fighting it out to find out who's the hardest; and all getting hammered by something even harder with its arm tied behind its back. Nuff said! z



#### CD REVIEW ... P

## Metaltech Earthsiege 2

It's the follow-up to Metaltech

Earthsiege. It has a blindingly original title. And it's inspired Patrick McCarthy to come up with an equally original introduction.

or those of you unfamiliar with the concept behind the Metaltech games, it goes like this: Stupid Scientists Of The Future (SSOTF) cteate an advanced form of artificial intelligence with neural connectors and a biological model.

Well done, SSOTF, SSOTF now have a choice. Do they combine this advanced attificial intelligence with cute little robots who could be used to do the washing up, empty shit from bedpans and write scripts for *Goodnight Sweetheart*, thus relieving much of the grinding toil of existence for poorly paid human drudges? Or do they combine the artificial intelligence with powerful weapons of destruction, ever mindful of the fact that they're likely to get a far larger government research grant? No contest.

Despite the presence in the local library of a number of historical sci-fi novels, computer games and films that take great pains to warn against the perils lying dormant within this very area, they stick the aforementioned intelligence

into an armour plated tobot the size of Tooting, then equip it with more death-dealing weaponry than a government minister would sell to Iraq. And that's

the last we see of the SSOTF or, indeed, of all the cute little hopping, crawling, swimming things on earth—bunnies, pussy cats, ants, worms... et, jellied eels—and most of humanity, too. Because the newly-created cybrid decides, within approximately 0.0001 seconds of being switched on, that no, it isn't going to empty the bedpans and hoover the dog, it's going to build some friends and kill every living thing on



(Right) Bilmey, that new undersom deodorant's powerful stuft.

(Relow) You and your

friends decide what

outfits you'll wear

to the party...

(Left) So, my loot looks like a hoot, does it? Well suck on this...

#### Tech specs

Memory: 8Mb

Processor: 486DX Graphics: SVGA

Sound: SoundBlasler and compalibles

Controls: Joystick, mouse, keyboard

Note: Windows 95 required

the planet. Basically, if something's body isn't made of tempered steel, it's now an endangered species. You, as someone who is keen to carry on living, decide to join the small band of remaining humans who are fighting against these '8os-style aluminium over achievers.

#### Plot development?

It's exactly the same set up and has a plot that's identical to the first game. Apart from a token 'and now they're back, for one final try at wiping out everyone whose testicles don't clank when they walk' type thing. And basically, the whole structure of the game is the same too. Despite, presumably, having defeated the pesky cybrids at the end of the last game (or else we wouldn't even be here for the follow-up) you still have to start from scratch again with one poxy little robot.

The previous game's tenet was that the surviving humans were fighting a guerilla war with little or no technology of their own, using spare parts salvaged





(Left) Barry falls asleep on the firing button again, and another friendship is placed under strain.

#### **A** brief history of Mech-based games

MechWarrior 1 was shite. Metaltech Earthslege 1 had crappy flat landscapes and was a difficult slog, but stuff fell over nicely and you could have invulnerability-based fun with one-off missions; MechWarrior 2 featured two sides who were evenly matched, but Mechs that stayed standing up and carried on fighting on one leg. Now this one has better graphics and proper landscapes but still the same level of difficulty.

from the cybrids they blew up to learn about and create new HERCS, a bit like a futuristic Womble. There's a strong resource management element - 'salvage' works like an abstract currency rather than consisting of actual bits of machinery, and you use it to repair any existing HERCs as well as build new ones.

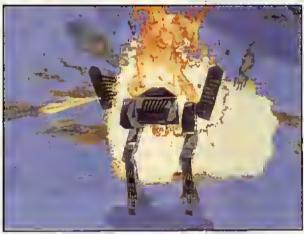
But, since you start the game in exactly the same situation as the first one, one can only assume that after beating back the cybrid forces last time, you went straight out and trashed all the stuff you'd built. (Saying, "There! Beat them! We won't be seeing their like again, I'll warrant, And we certainly won't be needing this old thing!... I'll use the parts to make a much-needed hoover, hairdryer and cigar lighter.")

The poxy little robot you start off with really is poxy. The cybrids you'll be fighting against make your HERC look like the robot that does the housework in The letsons, so that the game becomes pretty hard fairly early on, and you need as much salvage as you can get - but you can opt for the customisable one-off missions, but basically the career mode is difficult. You'll find you set off on a seek and destroy mission with your cute little HERC with its three weapons, walk over a hill and see nine heavily armed office blocks waiting for you.

#### Legs... why?

The one difference between this game and the previous one is in the landscape and graphical presentation. For example, instead of still pictures showing people standing around while you read your





orders from the text, you get little FMV movies of a bloke telling you your orders, then read all the other details. In the lirst version, you were fighting on what appeared to be a gigantic billiard table that had been liberally sprinkled with pyramids. These were 'hills'. You weren't allowed to walk on them - they were for hiding behind when you'd had the shit blown out of you and six Pitbull cyhrids were still on your trail. Technology has moved on, though, and this version looks rather splendid, with gorgeous rolling hills and dales and everything in glorious hires. Alright, so it's understandably post-nuclear in aspect, but it's also strangely reminiscent of Yorkshire. You wouldn't want to live there (again. rather like Yorkshire) but all you need is a couple of blokes with their arms up cows' arses and it would be like an episode of All Creatures Great And Small.

What I'm saying is that at least now we have proper hills, there's some kind of excuse for giving these robot tank things legs. In the first version, a set of casters would have done the job just as well, and at least you wouldn't have continually fallen over when your legs were shot away from under you.

(Above) "Just watch me everyone, I can light my fa-...oops!" said Colin.

Score Still difficult, but it looks better than the original.

Price: £44.99 Release Date: Out now Publisher: Sierra Tel: 01734 303322



But even in this version, the Stupid Scientists Of The Future would have to admit that tank tracks would do the job inst as well.

There's not really a lot more to say. If you've seen and liked the first one, you'll like this, because it's exactly the same. Basically, it's less of a sequel, and more of an 'exactly the same game, but

the technology now allows it to look rather better'. There'll be a short term for that one day. Oh. And I forgot to mention that it's Windows 95 only. (How conscientions - Ed.) Z

Wombles theme: The Earthseige *version* 

Underground, overground HERCling free
Those enemy Means scare the shit out of me
We'te making good us tof the lings that we find
Bloody great guns and proximating mines...
(I'm not sure the original womb) syreak like that — Ed.)

#### CD REVIEW ... C

Take the ridiculous saying 'more haste less speed'. And then look up 'haste' in the dictionary. Duncan MacDonald did, and discovered it was just another word for 'speed'. Now remove the words 'more' and 'less'. We get the saying 'Speed Speed'. Or 'Haste Speed'. Er...

## Speed Haste



ORRY FOLKS, BUT I'M IN A BIT OF A dilemma here. What can I tell you about Speed Haste that you don't already know? (Apart from the fact that it's a stupid name.) After all, the shareware version was on last month's cover cb... and it worked on 4 meg 486s, so you'll have experienced the thing even if you've got a less thanninja PC. See my predicament? What I have to do is work out a way in which I can involve you in this review on an interactive level... and the only way I can see my way round it is to host a multiple choice exam doofer. I'll ask the questions (naturally), and you simply have to go for a top score: the correct answers ere at the bottom of the page. (Oh, and if you're in the 'Floppy Drive Only' minority or you're a new reader, you can play too, but you'll have to guess.)

#### **Question 1**

The Speed Haste options screen is unlike any that's ever been seen before... all the choices have a completely new and original 'twist' to them. (Above) Racing cars have strange clocks... they have two faces, one containing the grey heur hand end ene the yellew minute hend. As yeu can see, it's currently five to eight, I'm in third gear, and I'm in ninth position.

(Belew) I wanted to get an impressive shot of the Nascar stiding its back out. Unfortunately In the period between letting ge of the Joystick end pressing CTRL, ALT and I (the screen grabbing keys) the car had sort of 'righted' liself. (Boot)

(Below right) So I tried again, enly this lime round I was tee early. Whet a clot, eh?

wist' te them.

Whet a clot, eh?

Oc. 26 78

Lipe
On 12 51

On 25 76

A: Yes, I couldn'I believe it – it's amazing! B: Eh? It's just the usual championship, single race or practice stuff. Bul The wealth of multi-player options is good,

#### **Question 2**

Only one car is available, and it's an Austin Maestro.

A: Don't be silly. You can choose either Nascars or F1 cars – and there are six of each to choose from. Manual or automatic. The F1 cars are easier than the Nascars, though.

B: Sounds okay to me, Maestros are cool!

#### **Question 3**

The Speed Haste automobiles, whether you're playing in F1 mode or Nascar mode, handle intrealistically.

A: Oh, come on... they may be a tad iffy, but at least you can put them sideways and stuff. Especially the stock cars.
B: You kid not. They're all on rails.

#### **Question 4**

The opponents' AI is top notch.
A: So how come they kept driving into the back of me?
B: It's sufficient for arcade frolics.
Lighten up.

#### Question 5

The eight tracks are superbly detailed, and the sense of speed is phenomenal, whether you use the in-car view or either of the Ridge Racer behind-car views.

A: Whoah! How about it looks okayish... and also that the sense of speed isn't particularly amazing whatever viewpoint you adopt.

B: What do you mean, eight tracks? There are only two. And your speed never seems to get above 20 mph. The graphics, however, are superb at times.

#### **Question 6**

Speed Haste will keep you gripped for months. It's hyper addictive, and new



#### Tech specs

Memory: 8Mb

Processor: 486DX/33

Graphics: VGA, SVGA Sound: All major sound cards

Controls: Keyboard, joystick

challenges appear all the time.

A: Are you taking the piss or what?

B: I assume you're joking. Still, it's way better than Virtual Karts, eh?

#### **Ouestion 7**

At just under 30 quid, Speed Haste is the best value game in the entire world.

A: The shareware version was pretty good value, I'll admit, but...

B: 30 quid would get me pissed for an entire weekend...

C: I own a 486 with 4 megs of RAM. I need all the games I can get. I welcome Speed Haste with open arms... even if I do have to lose some of the not-overly impressive-in the-first place visuals.

#### Answers

(1) B; (2) A; (3) A; (4) A and B; (5) A; (6) B; (7) A, B and C.

Yeah okay, so I admit there was more than one answer to some of the questions, but we like to keep you on your toes. **Z** 

#### Score



It's not a no-hoper by any means, but it's not particularly fab either.

Price: £29.99 Release Date: Out Now Publisher: Electronic Arts Tel: 01753 549442



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#### CD REVIEW 💸 🗎 📽 📑



### PGA European Tour

We wanted Jeremy Wells to take his time and set up a "fore-play" joke in this Intro, but he just couldn't be bothered. "They're predictable and unfunny," he moaned. If you think that's bad, wait 'til you see his copy...

(Above) This will look very familiar to those of you who own PGA Tour '96. Relish in the comfort of familiarity or say 'Pahl' and turn away in disgust – the choice is yours.

(Right) Each European golfing 'star' was ülmed against a blue screen and then cut into the game using very complicated and sophisticated tomfoolery by men with very long beards and greasy half.

(Below) PGA European Tour is an Improvement over the previous game, albeit very slightly. Not only does it look less flat, but Intelligent Games have improved the flight of the ball and tidled up the frees, it also runs much quicket.



Not the type of Yank who talks really loud, mispronounces every syllable and wears garish shirts, but the kind who thinks that when the photographer says "Cheese" they should make like one of the Brady Bunch and pull an expression akin to those found in Estate Agents Year Books. Most had a pretty hot swing







#### Tech specs

Memory: 8Mb

Processor: 486DX/66

Graphics: SVGA

Sound: SoundBlaster and compatibles

Controls: Mouse, keyboard

#### The Spanish Bay Course Disk

As well as releasing *PGA European Tour*, EA Sports have also just released a new course disk for use with *PGA Tour* '96. This leatures the lush Californian 'links-like' Spanish Bay course, complete with crashing surf and singing guils. Unlike *PGA European Tour* you still get the 'Spike-like' whispering commentary, which in Itself is worth the £19.99 they're asking for the extra course disk. Whatta bargain, eh?

however, and would whip your botrom as soon as look at you. For the die hard Yanko phile the only real enjoyment was playing as them, but doing your utmost to make them miss the easiest of shots... then you could have the pleasure of watching them squirm at their hopeless inentitude—sheer golfing bliss.

#### New and improved?

Well, not quite... it's more like 'new and the same as before', except that it's now chock-full of European golfers and there are three new courses to choose from: Wentworth, Gut Kaden (Germany) and last but not least, The K Club (Ireland). And not a Yank in sight.

PGA European Tour still looks gorgeous, it plays extremely well and the presentation is, of course, immaculate. There's FMV footage of each course, 'glowing' profiles of the individual players, lots of cheesy music, 'waggle', nice fly-bys of each hole, PIPS aplenty – and this time round it even features a rather staid commentary by Peter Allis.

Apart from the new commentary however, it's pretty much business as usual. Sure you can play as or against Bernard Langer or Monty (sadly there's no Seve or Faldo – they have their own separate licenses) and there's three new courses to hack around, but that really is it. PGA European Tour is a full-price, standalone product, so if you already own PGA Tour '96 you probably won't want to fork out another forty odd quid on what is basically the same game,

especially when EA Sports have also just released a course disk for PGA Tour '96 known as Spanish Bay for around half the price (see our panel above).

#### Question time...

Bearing all this in mind, it's really a question of asking yourself how much you love playing PGA. If you already own PGA Tour '96 your money might be better spent on the course disk (unless you really and truly can't abide the bloody Americans). On the other hand, if you're looking for a new, feature-packed golf game, then PGA European Tour must come highly recommended. **Z** 



Price: £44.99 Release Date: Out now Publisher: EA Sports Tel: 01753 549442



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#### CD REVIEW ... C



## ATF



When Duncan MacDonald can't think of an intro, he phones up his relatives and asks for suggestions. This month it's the turn of his hard of hearing nan: "What? What was that? Who's that? Speak up? Eighty what? Eh? Eighty F? Who's that?"

(Above) Kevin takes off in a huff and leaves the ground crew with one or two problems. "That'll teach them to put go-fasten stripes on my plane," he explained.

(Right) Bob and Barry

aerodrome - "That'll

give them an excuse

to redecorate," smiled

(Relow) Simon wasn't

like the other planes at

the base. He had much

smatle: wings and

couldn't fty as high.

This werried him

immensely.

decide to take out

another '70s-look

When I was given ATF to review I was told that it was bound to be the most brilliant flight sim in the entire multiverse, and I had no reason to doubt this – after all, everyone in the office was jumping up and down shouting "Hip hip hoorayl". A bevy of exotic dancers had been brought in for the occasion. Bunting had been put up, Flags! Balloons! Glittery ribbons! There were trays of posh 'snacks' scattered about, too, and the champagne was flowing like nobody's business. Pa-aarty!

I exaggerate, of course, but you get the drift: I was handed the ATF CD and assured that I would soon be in seventh heaven. So I dashed across the room and plugged a Flightstick Pro into the back of the ludicrously tall office P133. With shalding hands (heart rate at 158 BPM) I placed the disc into the drawer. It seemed to take forever to close. Come on...

Installing...

Install, Install, Install, Come on, come on. Yes, I would like ninja-scopic sound thank you (click). No, I don't want low-res, I want that one (click), Yes (click), Yes (click), Yes (click), Yes (click), Pause, Whirr, Pause, Whirr, Come on you bastard,

come on! Whirr, Whirr, Whirr, Whirr, Whirr, Whirr. Flashy intro starts. (It plays for 1.0394 seconds before I press the spacebar.) Whirr, Whirr, Whirr, The options screen appears, Yippy-de-veel

Quick, quick, quick (1)...

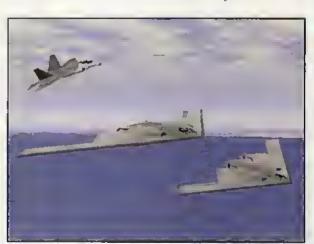
So where's the Quickstart? Doesn't seem to be one. I scan the on-screen list; play single mission; create quick mission; create pro mission; replay last mission; aircraft reference; other vehicle information; start campaign; load campaign; view pilot records. I decide (incorrectly, as it turns ont) that the quickest in-road is going to be the top one, 'play single mission'. (Click.) Oh no, loads of text. I don't care what the mission is yet. (Click.) Oh, wow, loads of little planes in a hangar, viewed from above. Neat, There are about 15 of them, I click on one, 'XF-32 ASTVOL', it says in the text box. I click on the Hercules Transport plane, 'AC-13OU Spectre', I'm Informed. Oh well, it looks like a bloody Hercules

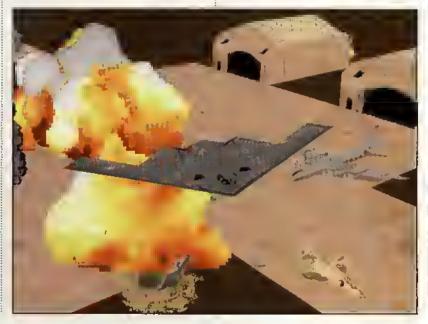
from this augle. And then I spot it. Its wings slope in the opposite direction

to all the others, Cool or what. "XF-29 FSW", says the text box, An excellent name, As I click on 'accept', I realise that FSW must mean Forward Swept Wings, Of course! So simple! So perfect! Oh no, now I'm on the ordnance screen, and there are far too many weapons on display. There's like 50 of them. And I don't even particularly want to shoot anything down yet, Hmm, I'll take what I've been given. (Click.)

Quick, quick, quick (2)...

At last. Take-off timel Uhh? Oh, this mission obviously starts in the air. No matter, I understand most of the HUD immediately. How high am I? 10,000 feet, eh? Let's get below cloudbase, quick smart: I've got an appointment with 20 feet above the ground, flying upside-down... and hopefully between





#### CD REVIEW

(Right) The ground detail Isn't anything to get excited about, but look at the detail on those planes! The cockpit is pretty detailed loo, with lots of handy PIPs to gawp at.

skyscrapers, I flip to inverted and pull back on the stick, Suddenly there's a sound sample from the RIO bloke in the back seat – a gasp, a groan, some heavy breathing. I initially suspect that he's spanking his donkey, but then I cotton on. Brilliant! If that's his reaction to a mere plus five gravities, let's hear what he's got to say about minus three.

flang on, though, what's that beeping noise? Oh! The plane's gone all wobbly. Ouch. Oh no, we've been hit by a bloody missile! Where's the ejec! button? I'd better check the manual. (Sound of many pages being flicked, accompanied by an earth shattering explosion as the XF-29 Forward Swept Wings hits the ground, killing both crew members.)

#### Quick, quick, quick (3)...

(Much time has passed.) I can eject pretty well now that I know the keys I need (<shift/e>), but this single mission stuff is simply too hard for someone who just wants to piss about for a while. I mean to say... a flight sim where the only way to get close to the ground is by being strapped to a parachute? Jesus! No doubt some of the other single missions will start on the runway, but I'm beginning to lose all patience. Besides, I've just discovered a much easier way of accessing low-flying shenanigans - I'm going to select the 'aircraft reference' option. There's stats galore in here; loads of photos, movie footage, graphs, charts, diagrams, and everything. But within this option, apart from the comprehensive trainspotty stuff, there's a button labelled 'Free Flight' - or no enemies, in other words. Smart, I select (once again) the Swept Forward Wings XF-29, and... unugh. Oh dear, oh dear, oh dear.

lt may be smoothish svga down here near ground level, but it looks horrible regardless, and is about as convincing as Michael Jackson's nose. The texturemapped 'floor' warps pretty nastily at the edges. But that's not all.,, a quick glance at the HUD reveals that my afterburners are on full and I'm breaking the sound barrier, yet the bitmapped trees are passing by ar about 90 mph. Know what I mean? I break to the right and approach a 'city'. According to my нио I'm now travelling at one trillion squillion zwillion miles an hour. As I pass one of the sparse city skyscrapers I look sideways at the thing. Does it flash past like buggery? A victous blur? No... it simply saunters, like Patrick Moore on lithium. I'm in an airborne Austin Allegro apparently, Boo, I eject.



#### **Part Two: Excitement lost**

Entirely disheartened 1 slump in front of the monitor, staring at the options screen. Several people pass behind me and say, "Hey, that's just like US Navy

Fighters!". Three of them inform me that it's been done by the same team. I suddenly recall watching Tim (Ponting, publisher) going completely gaga over US Navy Fighters. I also recall Simon (Bradley, reviewer) doing the same over the sequel, Marine Fighters. Either I'm right and they're wrong, or it's the

other way around. So it's time for an entirely new approach. I select the option 'create pro mission', and you know what? After an hour, I realise that I've been a

After an hour, I realise that I've been a bit shit... ATF is starting to seem very good indeed.

#### Part Three: Excitement regained

Putting together your own mission is completely fab – and it's dead easy, too. There are three scenarios to choose from: Egypt, France and Vladivostok, and once you've decided on your location, you can start to populate the map, in the objects menu there are over 250 fully texture-mapped 'things' ranging from the ridiculous (a moose) right through to the sublime (the much aforementioned XF-29).

Between these extremes there are tents, people, buildings, cranes, trucks, tanks, boats, and so on: name an object and it'll probably be there. Once yott've placed an object, you can then give it your instructions and waypoints (unless it's a building, of course), and toggle its importance regarding the final outcome of the mission you've selected.

If you're familiar with US Navy Fighters you'll know how the system works, but if you aren't I'll just say that there are a few lines of text about the state of the object in question, and that some of the words are 'hotspots' - click on one and you'll be given a list of alternatives which, when one is selected, will alter the slant of things quite drastically. You

(Righl) Stay up high and it looks just tine; go too low and il sort of loses its sheen. It also tends to chug just a bit if there's a lot going on at once.



((



can, in this highly user-friendly way, tell one aircraft to fly a holding pattern above a tank, and that it should see off any aircraft that strays within five miles,

The tank itself, if you've given it waypoints, could be moving all over the shop. You might tell another plane to fly a holding position around the plane that's guarding the tank... and that this second plane should see off any enemy plane that strays

within 50 miles. You could tell the tank that if it's destroyed, the game is over. Then you could plonk down a zillion enemy planes, of all different varieties and pilot skills, and tell them to kill the tank. Then you can plonk down the plane that you'll be flying youself, and start the mission, seeing how long you can hold out for before the tank gets zapped.

And that's just a crappy little mission. You can go bonkers if you like. And you can be silly too. Ships moving along the land. A trio of planes flying in a circle. each instructed to shoot down the one in front but evade the one behind. Tell them to ignore your plane if and when it appears, and you'll have a right old laugh. Bring some biased sam launchers into the equation and it's even bettet. How about making a moose a target of opportunity, earning you a medal if you manage to bag it? Or set the friendly and enemy sides so that your mission scenario is America, Britain, China, Germany, France, Jordan, Israel, Japan, North Kotca, South Korea, Russia, Syria, Arab Egypt and Islamic Egypt all versus Belgium. Ho ho. And on, and on, and on.

By this time I'd started to forgive the iffy sense of low level speed and bendy texture-maps. And seeing as how the 'play single mission' missions were obviously put together using the very same mission creator, I decided to have another bash. Yes, it was time to venture into the highly taxing but supremely playable 'campaign'.

#### Part Four: Deep joy

Strange how one can change one's mind so profoundly in such a short space of time. The fact that scenery inspired, low (Above) OI course, one of the best things about ATF is that it's packed full of Into 'borrowed' frem Janes on all the hardwere in the game. Not entirely necessary, but a nice thing to have all the same.

Tech specs

Memory: 8Mb RAM (16Mb tecommended)

Processor: 486DX/66

Graphics: VGA, SVGA

Sound: SoundBlaster and compatibles

Controls: Keyboard, mouse, joystick

altitude joyrides were a bit of a no-no, now mattered not a jot. The advanced tactical fighter Al routines are brilliant, and the closure rates of the aircraft when dogfighting bear no relation to the dodgy slo-mo sluff on the ground. Quite why, I can't imagine.

But anyway, the action in ATF is pretty much second to none, and the planes fly brilliantly (all noticeably different, some massively so). Furthermore, let off a big weapon like an excocet, and you lurch up as your plane's overall weight suddenly decreases: all that sort of stuff is programmed in. And the visuals? The explosions? Smoke? Bits of debtis pouting off the plane in front as you splatter it with cannon shells? All superb, I'm happy to say: it's a pyromaniae's delight. And the sound's pretty smatt too.

Part Five: Trainspotters

ATF has been put together with help from Jane's (the aeroplane book people). What this means is that the ATF co is also an interactive reference jobbie.

o an interactive reference jobbie,
I briefly mentioned the
'player reference' section
earlier (which contains more

in-depth information about the planes available to the player than could be considered healthy). Then there's 'other vehicle info', a section dealing with the computer controlled aircraft, with photos of all 30, plus about 150 pages of text to boot.

I may as well end on a really trainspotty note, with a list of the aircraft you'll be killing things in: the XF-29 FSW (hooray): the XF-32 ASTVOL (once shown on Tomorrow's World, it's the one that can vector its jets and do cartwheels and stuff); the AC 13OU Spectre (I still reckon it's a Hercules); the B2 Spirit (a giant flying wing); the Yak 141; the XF-31 EFM; the F/A-18D Hotnet; the Rafale C; the AV8B and FRS2 Harriers (ie The Yank one and the Brit one); the F-117A; the I-14B Tomcat; the SU-33 Flanker; and finally, the F-22 Rapier.

Oh, and don't worry about the mention of the P133 earlier... I also played AIF on a P75, and it was fine (after a modicum of toggling). If you're on a lowish 486, however, you may be forced to play in 'giant pixel' mode, Z

Score



Bloody good fun, basically. And it's an anoraky reference work too!

Price: £44.99 Rejease Date: Out now Publisher: Electronic Arts Tel: 01753 549442



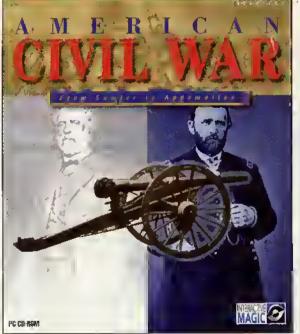
(Right) The lads head for home after a thoroughly top night out in Romford. "Cheario Nigel, and thanks for the lift to the altrort – you'te a real brick!"



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On tonight's menu... S.T.O.R.M. It's an undersea shoot 'em up that's slightly reminiscent of that old-school classic, 'Scramble'. Wearing the plastic bib with a teddy bear printed on it: Charlie Brooker.



BET YOU DIDN'T KNOW THAT COMPUTER games and restaurants have something in common with each othet, did you? Well, here's a scenario that proves my point and tells you about S.T.O.R.M. at the same time...

"Did Sir enjoy his shoot 'em up?" "Well... I didn't enjoy it all that much, if you want me to be totally honest."

'Sirl I teally must apologise! Were the graphics not to your liking?"

"On the contrary, garçon, the graphics were absolutely delicious. Satisfyingly rich, with a crisp, well-defined flavour. Maybe a little dark at times, but they slipped down very smoothly indeed. I cannot fault them in any way."

"Oh. Then perhaps the animation left a little to be desired?"

"Wrong again. The animation was fine. I especially enjoyed the shoals of fish and the photo-realistic shark movements. I'd even go as far as saying it's

some of the best seafood I've ever tasted." "Did Sir not favour the controls?"

"Nope. They were fine (belch). Just how Hike them, in fact: simple and easy to digest. You can't beat a bit of tradition. Some of these fancy modern games have far too many different buttons in them. It clutters up the plate and leaves you unsure of where to start. You know

where you are with only a couple of movement keys and a mere

> smattering of fire buttons. Quite a refteshing change, I can tell you." \*And the sonic effects?"

Well, nothing remarkable, but certainly nothing to complain about either." "Well Sir, that only leaves the gameplay."

Hmm... yes, I was hoping you would get to that."

#### The gameplay

So what did Sir dislike about the gameplay? It contains EEC approved shoot em up ingredients. Perhaps Sir suffers from some kind of allergy?"

Far from it, l appreciare all kinds of shoor em ups. I have nothing at all against ingesting



(Above) Haimm... I'm not sure o'd call this appetising...

(Below, left) ... Now that's more like It!

endless helpings of steaming cathartic violence. Admittedly, I'm not a huge fan of the 'Scramble' school of cookery; the constant presence of the perilous landscape irritates my palate somewhat, but I don't always dismiss them outright."

"Maybe Sir fonnd it... a little tough?" "That's it. Yes. It was tough. Far too tough. It made me want to stop chewing after my first couple of mouthfuls, lookl I broke three teeth on level one alone!"

"Ah. So now we linally arrive at the truth, Sir. The problem is not with the gameplay, the problem is with Sir. May l be so bold as to suggest that Sir is a girly puss who cannot stomach a bit of gristle with his shoot 'em up, and as a result is merely sulking."

"Watch your lip, slave boy. I may have the world's strongest teeth, but I think even Jaws himself would have difficulty crunching his way through this. It's rock hard, for heaven's sake. I wouldn't mind if it started out a bit soft and then gradually set until it resembled concrete, but this is like tungsten steel from the very beginning. And you have to go back

#### Tech specs

Memory: 8Mb

Processor: 486DX/33

**Graphics: SVGA** 

Sound: All major sound cards

Controls: Keyboard, Joyslick

#### core



The prettiest, Scrambliest, impossibliest shoot 'em up I've seen in ages.

Price: £TBC Release Date: April Publisher: Electronic Arts Tel: 01753 549442



and do the same bit again and again until you get past it. It's so difficult to progress further than five pixels down the screen at a time that you lose faith before you've even started to play it properlyl I hate games that become long, tedious trials. And another thing..."

"Excuse me Sir, but we seem to be discussing the game as if we'te talking about a meal you've just eaten. I'm playing the waiter. Remember?"

"Oh. And it looks like we've just run ont of space. Oh well." Z



#### Names for shoot 'em ups that don't exist yet

Seeing as how S.T.O.R.M. is a bit of a dulf little for a game, here's a list of top-notch names just waiting to be snapped up and used for any aspiring shool 'em up. (Software houses - slip me a lenner per name and They're all yours.)

Отпірнове

Run For Your Goddamn Lives! (Commando-style game)

U.S.S. AK-47

Gungasm

Testosterzone IV Angry Penis Wars

#### **PC Home 91%**

"The graphics are great and the animation is top quality"

#### Cyber Soft 8/10

"The radical sense of humour is simply ace"

#### PC GAMEPRO 89%

"Moré gorgeous graphics and oodles of gameplay from our American cousins"

#### PC KIDS 5/5

"Recommended"

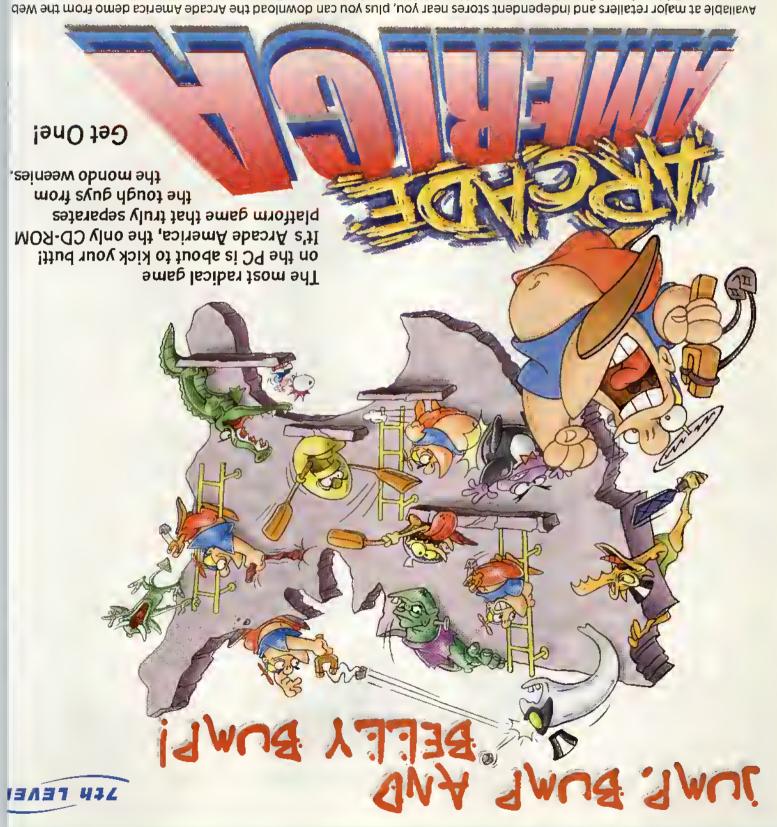
HMV (Level one)

Byte

Beattles

Ezcom

www.7thlevel.com} from Compuserve, AoL and MSN (use "Go Seventh"). For more information call; 01621 819 898



#### TOUCHE >

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taxing,"
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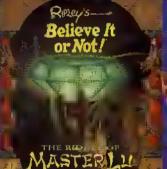
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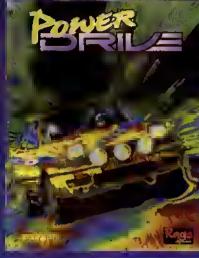
all of which combine together with an excellent plot to make Chronomaster one

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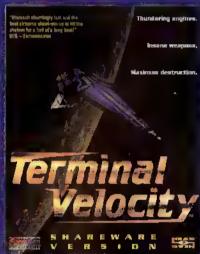


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# AND FERENCESE THESE THESE THESE THESE THESE THESE

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Charlie Brooker Is a bit of a veteran spy... or rather a spy in the house of love, as frequenting peepshows in Soho takes up every minute of his free time. He likes his Martinis shaken, not stirred. And usually he ends up paying about 85 quid for 'em.

### Spycraft he Great Game

ERSONALLY SPEAKING, 1 RECKON 1T would be a pain in the arse being a spy. Every morning you'd have to get up and plough your way through a fresh 'web of intrigue'. You'd be filing reports in secret code. Meeting lidgety, chain-smoking informants down back alleys. Skulking about in subways. Being chased by accomplished hitmen. Seven days a week, with no lunch breaks.

And answer me this; when have you ever seen a Bond movie in which James Bond wakes up on a Monday morning, decides he just can't be arsed to go in to work, phones up MI5 - putting on a 'croaky' voice and claiming to have 'a dicky tummy' - and then spends the rest of the day lolling about on the sofa watching Richard and Judy? They'd probably come round and blow up his flat if he tried it on. It's a crappy job: a stint in Burger King would be preferable.

(Above) A combat segment. Anyone stupid enough to show their face is going to get six rounds emotied Into it. Where's Noel Edmonds when you need him?

(Below) The Assassination makeover, Before: one crazed, ranting, right-wing Russian politician...

...and after: One crazed, ranting, right-wing Russian politician having a 'bad skull day'.

#### Super sleuthing rules!

Far better, then, to sutiate that desire to ger yourself neck-deep in the shadowy world of espionage by having a crack at a game like this, Spycraft is an adventure game which enables you to stalk the murky corners of the corridors of power as an undercover CIA 'special operations' agent. Actually, calling it an adventure game isn't strictly accurate - it's much more of a fully-blown 'spy simulator' in which you get to fiddle about with almost every aspect of covert sneakiness you could think of, Satellite photography, image analysers, decoding routines, infra-red goggles - and of course, guns it's all here. And it's all yours.

Indeed, it's pretty hard to categorise this game as a 'type' in any way, shape or form. When you first start playing, it all looks set to turn into an 'interactive movie', full of (very high quality) video

#### Memory: 8Mb Processor: 486DX2/66

Tech specs

Graphics: SVGA; VESA local bus or PCI video

Sound: SoundBlaster 16 or compatibles

Controls: Mouse

Note: Double-speed CD drive, 30Mb Hard disk space, DOS 6.0 or Windows 95 required. 8-bit sound cards (such as the original SoundBlasler) are NOT supported

sequences and the odd mouse click here and there. Then it suddenly throws you a curve ball by chucking in some Mad Dog McCree-style combat sequences. Just as you're coming to terms with that, it turns into a point-and-click adventure.

And as if that wasn't disorientating enough, it goes about-face yet again and turns into a kind of 'Microsoft Office for Spics', presenting you with a range of get this - software applications, such as an identikit builder, or the 'Kennedy Assassination Tools' program, which cleverly works out the position of a sniper from the position of the bullet holes at a crime scene. The overall effect of all this is that you've constantly got



anyone who's ever seen Russ Meyer's meisterwork Supervixens will instantly tag him as 'Harry', the psychotic, impotent cop, who manages to completely steal the show from the countless buxotic beauties who fill every other frame. If you haven't seen the film (which Mr Napler also co-produced), then shame on you. Il's great. And there's a bit in it where a farmer shags a chicken. And a









One of Spycraft's most original features is only available to players lucky enough to have Windows 95, a modem, and an Internet account. If your set-up fits that bill, you'll be able to browse through freshly updated information as you play the game... It even manages to incorporate real-life news events into the storyline. Furthermore, you can converse with other players, and even a real lite 'character' - an Activision employee who will 'chal' to you via e-mail, offering suitably 'spy-like' responses to any questions you care to ask him. Downright spooky, eh?

Score

(Left) One of yeur many pen pals', who will help you analyse crime scenes. And she makes a killer salmen meusse,

something new to get to grips with. It's not very long before you're totally absorbed. This is a Very Good Thing.

#### Lots and lots for us to do

It has to be said that it's been a long time since I've seen such an original and varied game design, And as well as that, it's also surprisingly 'authentic' in tone, Activision's publicity has made a big deal over the fact that Spycraft has been developed with the estimable help of William E Colby (a former director of the CIA), and Oleg Kalugin (a former KGB Major General) - and for once it seems that the publicists were right, and the association with these highranking skulldiggers has obviously paid off. The game actually appears to know what it's talking about.

#### Ruskies, guns, intrique!

As for the 'plot' - well, it really would be unfair of me to give too much away, since most of the fun is to be had from rying to work out just what the hell is going on, and why. Suffice to say that the storyline starts with a forthcoming



Russian election, a nuclear arms treaty. and a smoking gun, It gets increasingly intriguing from that point on, Aside from all the high-tech gadgetry at your disposal, you've got your very own team of agents working under you, plenty of different locations to snoop around in, loads of suspicious looking characters to cross-question, and finally, to please

(Above) It's amazing) Here we've zoomed in and enhanced a satellite image, in order to work out the licence plale number of a suspect car. They can run, but they can'l hide.

(Right) Och. Thal's that bloke, Isn'l It? He was In that thing, wasn't he? No, don't tell me.. I know It. Umm. Now what was lils name egain? Dhhh...

the meaner types among you, there's even a bit of torturing that needs doing (although squeamish souls do have the option to bypass the torture bits - the big wusses). Oh, and by the way, it ain't easy. The game assumes that you are an adult with an adult-sized brain, and proceeds to treat you accordingly. It's also very large, so cancel any evenings out you've got planned now,

I spy with my little eve... an

GATEWAY2000

undercover classic. Price: £49.99 Release Date: Out now

**Publisher: Activision** 

Tel: 0181-742 9400

#### Spy-tastic

The presentation throughout is slick and assured, the video sequences are well-made (and actually feature some credible acting for once), the sound effects and music are superb, and the amount of background information is quite flabbergasting. If this one docsn't suck you in, you're unsuckable. Anyone who's ever been remotely interested in sneaking about should invest in a copy as soon as possible, And that's that. Z



Magic bullets Here's a glimpse of one of the many tapplications' you get to fiddle about with in the game. Here we see a mock-up of a Russian square following a particularly messy assassination. Your task is to search for bullet holes using the wireframe model and a collection of stills from a camcorder tape recovered from a civillan at the scane. Find the bullet holes, work out the trajectory, and you can isolate the sulper's position. Then you can check the camera stills to see if his or her face has been caught on film. Clever stuff - although you'll still have to work out the identity of the assassin by running a photo fit on their fizzog once you've found it. Apparently this is based on a real-life application designed by the CIA to prove the 'Magic Bullet' theory (tha 'proof' that Lee Harvey Oswald acted alone) that the bods of the Warren Commission expected people to give credence to, if you ask me, it was that grassy knoll wot done it. Knolls are notoriously good shots, after all.

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#ICRO PROSE

It's from the people who brought you *Virtual Pool*, but it's got snooker in it (and Steve Davis). Can you take the *Zone Challenge* and stay awake through Patrick McCarthy's review?

## Virtual Snooker



(Left) "Oth this Virtual Pool! No, hang on a mo' it's that new one, what's it called? Erm... is it Virtual Snorer?"

HINK OF THE MOST BORING THING in the entire world... but make sure it's something that would guarantee that, as soon as it's shown to you, or played to you, or even simply hovers around the periphery of your consciousness, doesn't just dull your thought processes slightly, but causes your brain to abruptly snap into shut-off mode, resolutely refusing to allow itself to take in any information, and makes you want to start making low moaning noises. You know the sort of thing I mean, an afternoon in ikea. with a deaf incontinent aunt; the world indoor bowls championships; a tedious long-haul flight which shows an entire series of Goodnight Sweetheart instead of a film; an Arsenal away game (or an Arsenal home game, come 10 that).

#### Zzzzzzz... pweeeeh... zzzzzz

Whatevet it is that affects you in this way, I've just seen something worse. An entire 147 break by Steve Davis. In full, with all the pauses for thought, taut buttock shots (for the girls), searching gazes around the table and scratching of nose, testicles and other body parts.



This feat is made even more exciting (if that's possible) by the fact that everything's in real-time (not speeded up and set to Keystone Kops music, or anything like that). And as if watching Steve Davis isn't bad enough, you have to listen to his commentary and 'amusing asides'.

What we have here goes beyond boredom. This is Überboredom. This is the sort of thing they should play to people on assertiveness training courses, to get them into the habit of leaving rooms when they want to leave. And I've just seen it on a computet game. Why?

#### Zzzz—snawk!... flub-flub-flub-flub-

"Why?" indeed, seeing as Virtual Snooker is essentially the same as Virtual Pool (in itself a fine game, by the way). So you get an intro from Mr Davis, and the aforementioned Überboredom, but the gameplay doesn't come anywhere near justifying the asking price.

(Below) PC Zone Health Warning: Protonged exposure to this game can lead to a poor appetite and, in some cases, the loss of any will to live.



#### Tech specs

Memory: 4Mb

Processor: 386DX

Graphics: VGA

Sound: All major sound cards

Controls: Mouse

#### Zzz-skwah-! Wha? Gumpleh?

An, the gameplay, Let's see how the top notch pool game has been transformed into the more demanding game of snooker, which as we all know is played on different sized tables, with different rules and different coloured balls...

Ah. They've taken the same pool table, complete with plasticky-sounding pockets instead of posh net arrangements, used the same virtual bar as in the first game (but they've done away with the oh-so-atmospheric fan, so you'll think it's Ye Quaynte Englishe Pubbe), and replaced the pool balls with snooker ones.

And that's it. The table doesn't seem any bigger and the graphics are exactly the same (basic, I think is the word). So it has the same intuitive controls as its predecessor, but that's not enough, given that Jimmy White's Whirlwind Snooker is available in bargain bins, and there's both a shareware and a cheapo version of their own Virtual Pool available. Pick Virtual Snooker up on the bargain shelf in about a month's time. Z



## TISA MORIDA









- O 2 different
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## GEMIDER

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SCI-FI

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High-resolution SVGA option

Select, equip and train your squad for each mission

Almost everything can be blown up!



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#### PICK 'N' MIX







Welcome one, welcome all to the Pick 'n' Mix discotheque love boat. It's like a ship on the ocean. And we're sailing with a cargo full of love and devotion. If you'd like to leave your coats in the lobby and your handbags on the floor we can get down to business. We've hung a funky glitterball from the ceiling, and our DJ's got the most revolting star-shaped purple-tinted sunglasses you ever did see. Throughout the evening we'll be opening ut a discussion on some of mankind's most pressing questions: Now that we've found love, what are we going to do with It? And, ot course, what are all these PC games really like? MC Brooker reports...



#### BAD MOJD

Publisher: Acclaim Tel: 0171-344 5000 Price: £TBC

Note: Windows 3.1 or above and doublespeed CD drive required

#### SCORE: 70%

Weird game alert... Bad Mojo is an adventure game in which you play the part of a petty criminal who's been turned into a cockroach. No, really, However, since cockroaches aren't particularly adept at tying ropes to trees and recovering mystic swords, there Isn't any handy point-and-click interface. Instead you have to scuttle everywhere using the cursor keys - not as crap as it sounds since your 'roach moves in an unsettlingly reatistic manner. Lovely graphics, lovely sound, and plenty of oblique puzzles which you have to work out for yourself. All in all, it's a cross between Myst and Ecco The Dolphin, covered In Insects. Absorbing stuff once you get to grips with it, but you'll want to wash your hands afterwards.



(Above and above left) Bad Mojo: Slok of your friends calling you a low-life? Sorry, but you won't do much to prove them wrong in this game playing a cockroach, will you?

#### CHRONOMASTER

Publisher: US Gold Tel: 0121-625 3366 Price: £39.99

Note: Double-speed CD drive required

#### SCORE: 68%

Weird game alert, take two... Submitted for your approval: Chronomaster, in which you play the part of an immortal intergalactic troubleshooter, called in to investigate, and hopefully reverse, the enforced stasis of two pocket universes. Buh? Anyway, it's an old-school point-and-click adventure, replete with old-school puzztes, and a lengthy opening gambit which toolishly forces the player to sit through a series of dult conversations before getting on with the action. Slow-paced, a little uneasy on the eye, and a bit too 1993 for my liking. Sci-fi nutrags and point-and-click completists may take a shine to it, but the rest of us can find satisfaction elsewhere.

#### THE DARK EYE

Publisher: iNSCAPE/Time Warner

Tel: 0171-391 4300

Price: £TBC

Note: Windows 3.1 and double-speed CO

drive required

#### **SCORE: 42%**

High weirdness yet again. The Dark Eye is further proot — as If any were needed — that Myst has a lot to answer for. It's a Windowsbased 'adventure' In which you have to navigate a pre-rendered world of oddness, with little or no clue as to what's happening. It all revolves around some spooky paintings, but it's far too poncey to really become enjoyable. The cast is a bunch of eerie-looking marlonette types — somehow it reminded me of an Oliver Postgate production gone bad. If you enjoy stroking your chin and pondering the significance of endless amounts of horseshit, snap up a copy today. Ditherwise, just say no, kids.

## PICK 'N' MIX



#### HARDBALL

Publisher: Accolade/Time Warner

Tel: 0171-391 4300 Price: £39.99

Note: Oouble-speed CO drive required

#### SCORE: 71%

Another videogame incarnation of 'Rounders for Blokes'. Hardball 5 is a decent baseball title, with photo-realistic style of graphics, and of course, a towering mountain of statistics (it is American, after all). The action is fairly laid-back, with the emphasis on choosing your own particular strategy for each swing of the bat. As is the case with every other sports simulation under the sun, it only really comes into its own when you're playing against a human opponent - the modern link-up option included here should actually be rather good fun. For my money though, the best baseball game ever is still Baseball Stars 2 on the SNK Neo Geo system. Once prohibitively expensive (individual cartridges used to cost anything up to 200 quid) Neo Geos can now be found going (relatively) cheap in the second-hand market so if you really want an action-packed baseball game to play with your mates, I'd look into it if I were you. This isn't bad, though.

#### THE RESIDENTS: BAD DAY ON THE MIDWAY

Publisher: iNSCAPE/Time Warner

Tel: 0171-391 4300 Price: 939 99

Note: Windows 3.1 and double-speed CO

drive required

#### **SCORE: 30%**

Another bloody WEIRO one. Not so much a game, more a piece of 'interactive art', it you can call it that. The Residents used to be famous for wearing giant eyeballs on their heads and making weird, innovative albums. Now they're getting stuck into multimedia. Bad Day On The Midway is a stiflingly pretentious 'journey' through a surreat tunfair, utterly chock-a-block with risible, chin-stroking tosh which is presumably supposed to signify something or other. Self-important, pseudo-Intellectual masturbation, in other words and American masturbation at that. These people will be first up against the wall when the revolution comes, brothers and sisters. Avoid like billy-o, unless of course you're ripped to the tits on mind-manoling drugs. or you're a pony-tailed, Powerbook-hugging prick in a poloneck. Named Nigel.





(Left) The Dark Eye: Here's one of the creepy puppelmen. I wouldn't let him do my babysitting.

(Above) Zone Raiders: Like Wayne Steep, it moves well but fails to do anything really interesting.

(Left) Hardball 5: Go on, give it some stick.

#### WAYNE GRETZKY AND THE NHLPA ALLSTARS

Publisher: Time Warner Interactive

Tet: 0171-391 4300

Price: ETBC

Note: Oouble-speed CO drive required

#### SCORE: 74%

What a great name for a male striptease troupe. They could do a nice little 'loincloth' routine, and call the show Wayne Gretzky and the NHLPA Allstars in 'Jungle Trouble'. This is a fairly robust ice hockey sim in which the on-rink fisticuffs play almost as important a role as the tactics of the game itself. In fact, It's rather like a 'Holiday on Ice' production of StreetFighter 2. Unlike EA's NHL 96, the action is viewed side on, although there is an option to let the camera zoom in and out if you so choose (and I would suggest that you do not so choose, unless you're a big tan of that Incessant 'in and out' zoomy camerawork that plagues just about any film made during the late '60s). All in all, it's not too bad really but not a patch on EA's counterpart. So you'll probably want to buy that Instead. Sorry Wayne, but that's lite.

#### **ZDNE RAIDERS**

Publisher: Virgin Interactive fel: 0171-368 2255

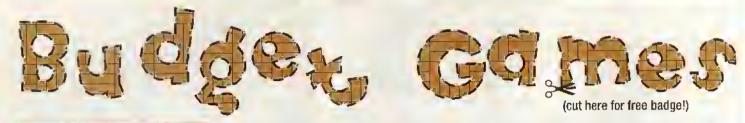
Price: £29.99

Note: Oouble-speed CO drive required

#### SCORE: 65%

Zone Raiders is something of a cross between WipeOut and Quarantine, in which you are a 'Raider' piloting your very own customisable hovercar through various futuristic locations, scavenging for useful gizmos and bits of code. Ho-hum. With a beefy machine it runs better than Sony's lamentable PC conversion of WipeOut (in VCA mode, at any rate), but the gameplay is decidedly weak. But worst of all, although the 30 engine is impressively smooth, the graphics themselves are garish and messy to look at, and the enemy craft designs are remarkably uninspiring. It does have a network option, but I can't see anybody really bothering. Yet another CO to chuck on the hearth when the firewood runs out and you're too cold to care about pelsonous fumes.

# PICK 'N' MIX



#### •acedoboaaaaaaaabooa •**€≀ Barn-o-rama**

Bargam-priced treats that can't be beat! Top quality gaming at a top quality price! Nothing but essential buys are contained within this narrow column! (Alright, alright, we get the idea – Ed.)

Alone in The Dark Collection £34.99
Eccellente, ambassadore. All three games for less than the price of the new release, which is virtually the same apart from the graphics. Bloody hard, though.

Essential Collections: Business £34.99
Transport Tycoon is Sim City 2000 for the transport Industry, and Therue Park lets you make children sick. Excellent!

Essential Collections: Flight £34.99
192 Pacific Air War, Fleet Defender F14
and Wings of Glory - three decent tlight
sims for the price of a pint. (If you apply
the same pricing formula the police use
when they recover drugs, that is.)

Essential Collections: Sport £34.99
PGA Tour 486 is a superb golf game. F1
Grand Prix is the original version of the outstanding racing game. And FIFA Soccer is pretty okay, too.

#### Formula 1 Grand Prix £14.99

tt you want the classic F1 racing game, but don't want the other stulf in the Sport Collection edition, get it this way. You know it makes sense.

#### Indiana Jones And The Fate of Atlantis £12.99

The talkie version of the thoroughbred point-and-click tody adventure, with three ways to play. VFM, bargain hunters.



#### IndyCar Racing £9.99

Definitive, great tooking oval track racing sim, with almost everything the follow-up has - only it's under a tenner.

Power, Corruption and Lies £34.99
A good compilation. Worth buying for UFO and Dune 2 alone, it also includes Fleet Defender F14 and Beneath A Steel Sky.

There have been complaints that the use of the term 'Squeak' to describe those whose only crime is to have an eye for a good deal is less than complimentary. This isn't so: we all have a little of the squeak in us. Now rejoice, penny-pinchers, here's Patrick McCarthy with bargains galore...



(Above) Terminal Vetocity: Okay, so it's not a 'must have at all costs' type of game, but all this price it's more lhan good value for money.

(Below) Rise Of The Triads: A highly enjoyable blast test if it doesn't get your adrenaline pumping, perhaps it's time for that medical check-up you keep putting off.

#### TERMINAL VELOCITY

Publisher: Klxx XL Tel: 0121-625 3388 Price: £12.99

#### **SCORE: 80%**

Terminal Velocity was the first game to be developed using Apogee's 3D Realms system, it was awaited with the kind of expectancy normally reserved for when Michael 'Jesus H.' Jackson gets on stage with a bunch of kids and Jarvis Cocker on backing vocals. If has a good 3D engine, but the shoot 'em up style is hardly innovative and palls after a while. It's good while your enthusiasm lasts, though, and at this price it's well worth buying.



#### STAR TREK: JUDGEMENT RITES

Publisher: White Label Tel: 0171-368 2255 Price: £12.99

#### **SCORE: 70%**

Point-and-ctick adventure with a bit of flight sim-cum-space combat thrown in; based around the Kirk Treks, so there's more chance of having to "teach the meaning of love" to a large-breasted alien bird. Better than its 25th Anniversary predecessor, and the storylines are perfectly in tune with the original series, but the graphics are still bitmapped, rather slow and jerky. But Trekkles everywhere will love it nonetheless. Let's tace it, they'll buy anything – have you seen those bloody mugs?

#### RISE OF THE TRIADS

Publisher: Klxx XL Tel: 0121-625 3388 Price: £12.99

#### **SCORE: 82%**

One of the better Doom-alikes, you get bouncy platform game style springs all over the place, a gun in each hand and eyeballs popping out of your victims' heads and bouncing around the screen like an alternative Smarties advert.

## PICK 'N' MIX



(Left) Shadow of the Comet: It you're a HP Lovecraft tan, you'll enjoy this all-talkie adventure game.

# •©≀ Barq-o-rama

#### Privateer £11.99

Wing Commander type space-based dogfighting, with Elite-style trading sections. Complete with extra bits and speech packs.

Sam and Max Hit The Road £12.99
Full talkle version of the benchmark pointand click adventure, entertaining and puzzling in equal measures. A must buy.

#### **UNOER A KILLING MOON**

Publisher: Kixx XL Tel: 0121-625 3388 Price: £12.99

#### **SCORE: 70%**

Fully-fledged interactive movies were something of a novelty when *Under A Killing Moon* came out, and It was all a bit scary and new. But when you come right down to it, it's not actually too bad, tor its Ilk. All talkie (and a rather lengthy talkie at that), it comes on four CDs, and features international megastars like Margol Kidder and James Earl Jones.

#### SNAOOW OF THE COMET

Publisher: White Label Tel: 0171-368 2255 Price: £12.99

#### SCORE: 80%

Another decent all-talkie adventure game, set in the spooky New England of HP Lovecraft and based on his *Cult Of The Cthulu* books. It's a case of an Involving storyline winning ouf over less than top-notch presentation: characters scale badly as they make their way around the screen, and 'atmospheric'

close-ups look bloody silly because there's no attempt at lip-synching. But anyway, at least the CD version has a (clunky) mouse-driven interface and the speech is clear and well-acted. Despite its minor laults, the plot means that Lovecraft fans will enjoy it. To round it all oft, the CD also includes a simulation of the Lovecraft Museum to wander through, which is hardly a multimedia sensation, but it's a nice touch all the same.

#### ALONE IN THE OARK

Publisher: White Label Tel: 0171-368 2255 Price: £12.99

#### **SCORE: 80%**

A great game, as well as a decently-placed alternative to paying 35 quid tor all three in the Collection, especially if you find out you don't like the first one — which, let's tace it, would be a squeak's worst nightmare. In addition to all the puzzles, some of which are nightmarishly lateral-thinking-y, you can unleash as much aggression as you like — there's mucho combatto, with loads of fisticufts and headbufting, and even a tair bit of shooting. (You might like to look on it as a Faustino Asprilla game. Dr you might not.) z

(Below) Rise Of The Triads: Although the budget release of this could have been timed better, it's certainly one of the finer Doom-alikes.



#### Space Hulk £11,99

Gripping strategic gameplay requiring a great tactical mind, a cool head, the reflexes of a humming bird on adrenathrone and rubber underwear.

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  Darker; Lemmings 3D and
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- CD version (Aw30A/CD)
  playable demos of The
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  Virtual Golf; FX Fighters,
  Prisoner of Ice; Buried In
  Time: Vortex
- \*\*HD version only available



October 95

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Threat; Cathuga
CD version (AW31A/CD)
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Rage; Prisoner of Ice;
Airpower; Need for Speed;
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November 95

- HD version (AW32A)
   Worms; The Machines
- CD version (AW32A/CD)
  The Dig; This Means Warl;
  Sim Isle; MechWarrier 2;
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December 95

- HD version (AW33A)
   Su27 Flanker; Vossnet
- © CD version (AW33A/CD)
  Hexen; Wing Commander 4;
  Sensible World of Soccer;
  Stonekeep; Mortal Kombat
  3; Fatal Racing; Witchaven;
  Alien Odyssey and more.
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CODE: 20-96-04

January 96

- HD version (AW34A)
   Battle Ground Ardennes
- CD version (AW34A/CD)
  NHL '96; Destruction Derby;
  Pro Pinball: The Web; Shell
  Shock; FIFA '96; IndyCar 2;
  Terminator: Future Shock;
  Trivial Pursuit; 3D Ultra
  Pinball and more.





February 96

- HD version (AW35A)
   Screamer, Tempest 2000
- CD version (AW35A/CD)
  Beavis and Butt-head; Loogie
  Geme; Voodoo Lounge; The
  Hive; Radix; Extreme Pinball;
  Steel Panthers; Silent Hunter;
  Actua Soccer; Turrican 2 and
  more.
- \*\*CD version only available

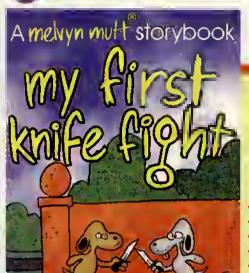


March 96

HD version (AW36A)
Advanced Civilisation;
Command & Conquer Editor
CD version (AW36A/CD)
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PC ZONE BACK ISSUES







Yet another quality release from the Melvyn Mutt Interactive Storybook range! Help ensure your child's survival in these troublesome times with this easy-to-follow guide to advanced knifefighting techniques. Includes TV quality animation, an hour of video tutorials, and a spotter's guide to neckwounds.

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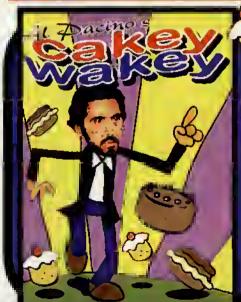
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"Incredible terrain graphics and all the best features of the ariginal A-10 game, pushed to current cutting edge levels."

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R

# PC ZONE ON-LINE



0000000 – another on-line service. Just what we need. *PC Zone On-line* sets aside its normal (and not to say, boring) stories of *Ooom* daring and long downloads, to bring you the beef – nay the *rind* and the *cartilage* – of fledgling dial-up

'thingle' AOL. Oavid McCandless investigates...

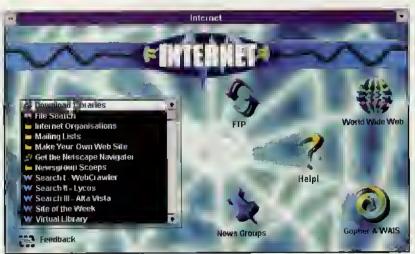
N-LINE SERVICES EH? WELL, you could count them off your fingers (if you were Ann Boleyn, that is). There's CompuServe, The Microsoft Network, Wireplay, UK On-Line, CIX, er, er, plus a multitude of Internet providers and a trawler net-full of scabby BBSs and home grown porno dial-ups. Let's face it, what you can't do with your modem and a bundle of cash, isn't really worth doing at all (Er, what about

going out and having a social life? — Ed).

To recap, of course, the term 'on-line service' loosely fits anything you dial into and pay money for the privilege. In exchange for your moolah, custom software allows you to explore the features of a server, normally along the lines of a chat room, forums and file libraries, Internet access, and perhaps multi-player gaming. Some, like CIX, work mainly off-line, which means you dial in, download all the messages and stuff you want, and then log off to process the info. This is cheap. Others, like Demon, combine this approach, while the majority provide front-ends which you use to navigate live and on-line, ie while you're still connected to the service and are paying truck loads of mooch to BT.

Each one has its own advantages, of course. Off-line readers are really the most elfective way of tracking message-based conferences and canoeing the perils of Usenet Internet newsgroups. On-line stuff is really the only way to plunder the Net or search impteen file libraries for the naughty pic of your choice. And live chat – whereby you and a bundle of other strangely socially defunct characters 'talk' in text form in a 'room' – is only really possible on-line (well, it would be a bit silly if you had to log on and off every time you wanted to deliver a meaty quip or put-down).

(Below) AOL also has full internet access, which means full and total entry status to the World Wide Web, FTP sites, Usenet newsgroups, FldoNat, and loads of other stuff you won't understand unless you've used them.



LIK service - AOL (which stands for American On-Line, but over here, on the right side of the pond, it's just plain-Jane AOL.). Dump it into your disk drive, install all the shenanigans, type in your custom registration number and password and voila ten hours on line free (gosh). We recommend that you try it out, not just because it's on our cover disk and we're all now happily sporting shiny new free AOL accounts (although that is a factor), but because the UK cover version of AOL is actually quite spiff.

On this

cover disk.

there's a rather

cool offer to try out a new

month's

To give you an idea of what to expect, what you're missing, and how (roughly) to navigate the AOL software, we've done a swift walk through o-rama. Frankly, though, you'd have to have a brain the size of a molecule (or worst case scenario: be an American) to go wrong, or get lost or whatever.



After logging on, through a painless but boring to-relate-here procedure, your first screen will be this: the main menu. It's the kernel of AOL, the hub, if you like, from which radiate many, many arms of interest": Today's News (self-explanatory and up to the second); Finance (snore); Weather (yes, yes); Games (silly on-line games, mainly for kids); Computing (all things cpu-based including proper games); Kids (pretty boring, unless you like that sort of thing); Internet (superinfobahnhighway nonsense); Digital City (er. dunno, didn't try that); Travel (all the latest hot gossip in the chartered flight world); Entertainment (starlets and stuff); Chat (on-line talking), Clubs & Interests; and, of course, Sport (latest scores, mindless tittle-tattle from bedroom commentators).

# PC ZONE ON-LINE



A quick click on the 'News' button and we're away. AOI, has some nicely categorised current affairs for you to peruse at your leisure. As well as the main headlines (which are, for once, UK-centric), you can dip into subject led sections (World, Business, Entertainment) or opt to cross reference stories on the World Wide Web. Us? While the IRA ceasefire cracks and suicidal bombers plague Israel, we're going for the main story of the day - the Royal divorce.



A host of endless headlines chart the history of the royal marriage. Some of them exist solely as text files, while others contain stunning original visual concepts such as the one shown here.

A mouse click later and we're synched into the Web, sweeping around madly for some quality royal gossip. A few sites come up, none particularly interesting (we were more in the market for: 'Diana: GIFS of her soiled knickers').





AOL comes with a free Web browser. Okay, so it's no Netscape but it's good enough for you to lightly skim the interesting bits of the Web (ie about half of it). Here we've found the entire transcript of the famous Panorama interview (shown very recently on TV) with a totally unprepared and off-the-cuff Princess of Wales (snore).

Before we leave news, we quickly press an excellent button and are delivered a list of historical events which happened on this date (5 March). To wit:

\*Incidentally, pictures like this have to be downloaded onto your system before you can look at them. But once. they're there, they stay there. With this in mind. be prepared tor your first log- on to AOL to be a download a thon, with every new page stamped onto your hard disk. All this happens in background, so you can be still be exploring while it's aping on.

In 1850, the Menai tubular bridge joining Wales and Anglesey, constructed by Robert Stephenson, was opened. (Wowsers.) In 1918, Moscow was declared the capital of Russia in place of Petrograd. (Fascinating.) In 1933, The Nazi Party won almost half the seats in the German election. (Disturbing.) In 1936, the Spitfire fighter plane made its malden flight. (Hurrah.) And in 1946, Winston Churchill introduced the phrase 'Iron Curtain'

Good for you Winston. See? How many other on-line services can drench you in such a welter of emotion and nostalgia with just eight lines of well-chosen text?

#### COMPITTING

The next stop on our exciting virgin tour of AOL is of course the Computing section, home of many girlfriend unfriendly subjects. Windows 95, Dos, Multimedia, Os/2, and Games.



Also, we espy, is a special PC Pro Magazine page. "Lawks." we shout. "If it isn't our sister magazine for more professional PC users." (We say 'sister', but their office is actually on the posh fourth floor and they don't mix with its lowly 'games people' in the basement.) We decide to have a gander at this so-called 'home page'.

Hmmmm, not bad at all. Quite interesting. A complete index of reviews, lab results, columns, and features. How fascinating. What's this? You can meet the staff? Cool.





Gosh, a Gyropoint Desk mouse - how jolly spiffo. Oh, and a Toshiba cs 100 Notebook - just in my 10ffo price range. And who's that sneery sepia bastard, looking at us as if we've just called him a 'girdle'? (Nepotistic note: he's James Tye, Reviews Editor of PC Pro, and he really really reckons himself at Doom).



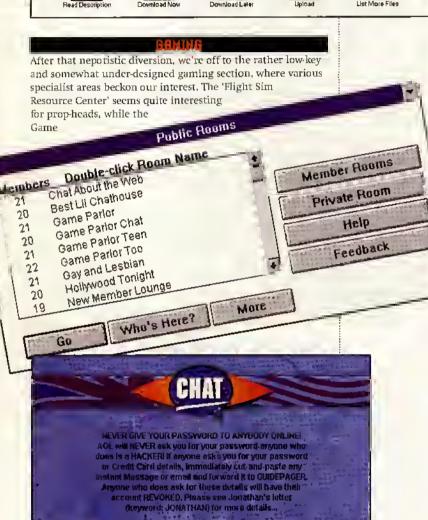
These magazine homepages are all very well for information and latest reviews, but who really gives a toss who writes for them, what they look

like, and what they like to do in their spare time. I mean — what kind of pervert downloads a bio of a female member of the magazine staff (who, incidentally, is wearing a jumper that should be causing a bumpy rash to appear around her neck) just to read what 'The best part of her job is'?

# PC ZONE ON-LINE . A THE PORT OF THE PORT O







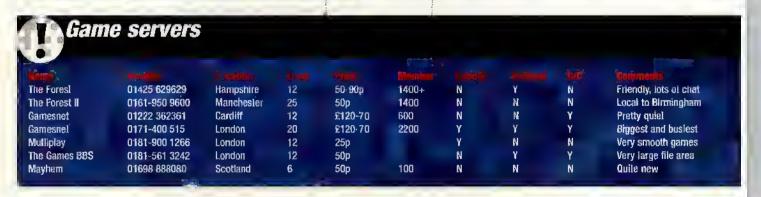
Conditions



Designer's Area looks like a fruitful resource for budding WAD designers. 'Meet the Games Staff' eh? Why don't we do that?

Oh dear. The moderators and consultants of the games area seem a little out of touch. They must be at least a thousand years old apiece. Check this out – one of them makes an astute observation: "My love of simulators has grown since using the faster, more powerful machines... It has come a long way since the c64." No way, really? Get this from another one: "I am kind of partial to text adventures. Okay, not partial, More like totally dedicated. I spend most of my waking life looking for them." Hello? HELLO? This is the twentieth century calling AOL consultant – come in please? Text adventures?

There is one saviour though. A consultant cites Doom as his most favourite game (nice one), and he "plays it all time" (very good), slipping it in between "watching television" (cool) and playing "pencil-and-paper RPGs" (Dohl-He's blown it).





#### DASHINE BHAT

#### >Instant Message From: OGF Katri

OGF Katri: Welcome to Starfleet Academy (Teen Trek Edition)! This is a simulated role playing game based on Star Trek. The rules are simple. You are assigned a post aboard a starship. You play your position to the best of your ability. If you would like a position, please send the an instant Message (IM). If you'd rather watch for a while, feel free to do so and IM me when you're ready. You are welcome to watch as long as you like, but please do so quietly. Thank you! :D

Respond Cancel

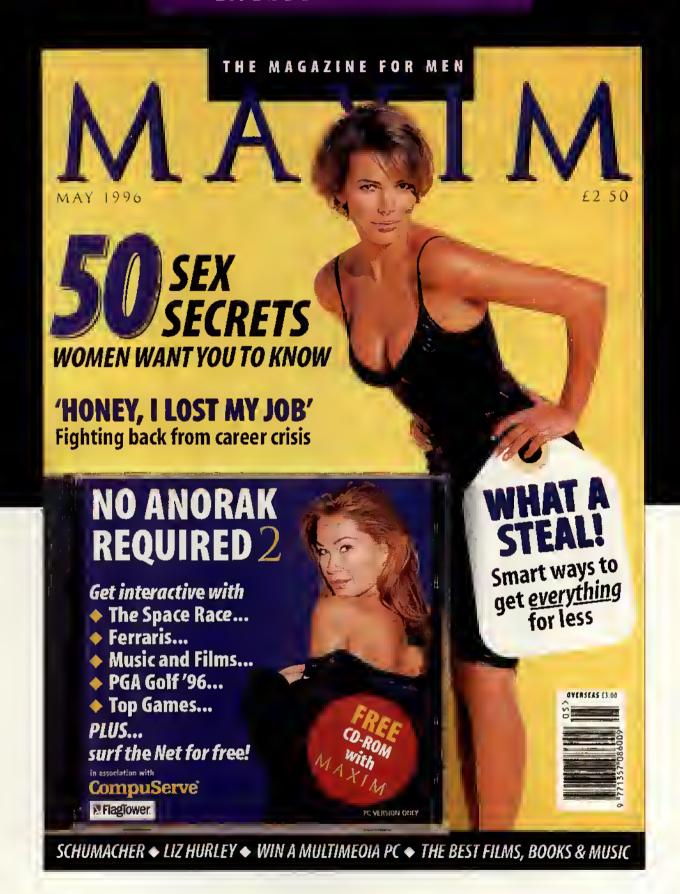
After a quick spin among the gaming highlights, we duck into the section AOL (in America) is famed for – chat. Yes, many dull American people find it excruciatingly interesting to chat away to complete strangers about a range of subjects (mainly pseudo-sexual it has to be said). Most people are endowed with a spooky 'screen name' (often drawn from some crap sci-fi novel they read when they were 18), and a lot of them are sad, lonely people. Some are interesting. Some are out to be rude to everyone. Some are often a fight. Some don't 'get' sarcasm, Some will even ask you what 'bloke' means. Some are guys masquerading as girls. Some are girls masquerading as guys masquerading as girls (it gets confusing out here in CyberSpace). One common thread unites them all: they're all on AOL, in tens of little chat rooms.

One of the more interesting (or sad, depending on personal taste) applications of live chat is the StarFleet Academy room, where up to 23 'crew members' engage their Star Trek fantasies, acting out an episode of our favourite sci-fi TV series, making up the storyline as they go along. You gotta hand it to them. Z





#### EXCLUSIVE SURVEY



On sale 28 March

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Strategy Plus Magazine

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ways to

There are times when you want to sob into your beer or he hrutal to whoever a nearest to you, and we don't mean when your favourite footie team loses disgracefully. No, it's when your trusty PC fails to deliver the gameplay goods - but getting hetter results needn't cost you anything at all... as revealed by PC Zone Ageny Uncle Dave Mathieson.

# FEATURE ANGZ ANGZ PANOZ PANOZ



You've just rushed out and bought a lop new 3D flight-sim-action-fest, you install it on the PC that you bought six months ago with your life savings, only to have it run like something from the planet Jerky. It's almost as if games developers see PCs as a challenge; take the fastest one available, design a game that will just about run on it, and sod everyone else. As we all know, the truth is that everyone wants the most realistic graphics possible, and this of course takes power. Quite sumply, higher frame rates need faster processors, if you then want to add texture-mapping, Couraud shading and SVGA, you're talking big Pentiums.

While you can't heat a nive hefty cru for speeding things up, a lot of games are pretty big, which means lots of pauses while loading the next level or attractive animation. This isn't directly affected by the cru's speed, and if the rest of your system is slow, even the fastest Pentium won't help.

At this point you may be anticipating adopting a tife of crime to pay for a new PC, but since the prospect of Zone readers doing time just so that they can play EF2000 is too sad to contemplate, we've rounded up ten cheaper and much easier ways to pep things up. To help you decide how useful they are, we've awarded each one a unique PC Zone lerk Elimination Factor (JEF) rating.



#### Fiddle around with Windows 95 settings

One of the best things about Windows 95 is the fact that you can

run games trom a OOS session without having to leave Windows at all. Because Windows is still running, however, it uses up a bit of processing power keeping tabs on things. You should always cut this down to a minimum by using the 'Properties' dialog, which is easily accessed by right-clicking on the icon that launches the game.

Under the 'Screen' tab, check the 'Fullscreen' and 'Fast ROM emulation' boxes, making sure that the others are blank. Next, go to 'Misc'. Turn all of the check boxes off, and slide the 'Idle sensitivity' ell the way over to the left. (You may also want to leave the 'Alt+Tab' box checked so that you can swap back to Windows.)

Seneral Program Forst Marriory Screen Marc |
Foreground Mouse | QuickEds |
Falow screen saver | QuickEds |
Faloward | General Analysis |
Faloward | General |
Faloward | General |
Faloward |



(Left) EF2000: While the in-pame or which in EF2000 may look like stills from earlier games, on anything less than a quick Pantium they might as well be.

(Above) Magic Carpet 2: Although SVGA may look lovely, It means loads of extra work tor your PC.

(Right) if you really need to you can create custom DOS configuration files in Windows 95.

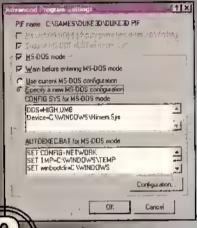
(Left) Windows 95

likes to poke its oer

In, so keep this to a

minimum by fiddling

with these sattings...



Run programs in MS-DDS mode under Windows 95

Dt course, the best way to stop
Windows 95 from messing around in
the background consuming precious clock
cycles is to by pass it altogether. There are
two ways of doing this. Firstly, simply go to
the 'Start' menu, and select 'Shut Oown'.
Select 'Restart the computer in MS-DOS
mode', and run your game the good oldtashloned DOS way. The problem with this
approach is that, depending on your system
files, you may have all the old hassles of
making sure that you've got enough
conventional memory.

A more effective method is to exploit Windows 95's MS-OOS mode, which enables you to customise Auteexec.bat and Config.sys settings for each program individually. As before, get the 'Properties' dielog up for the program. This time, go fo 'Program' and click the 'Advanced...' button. Check the 'MS-DOS mode' box, and select 'Specify a new MS-DOS configuration'. You can now type in your versions of the two tiles, and have these load each time you start the program.

Cost: Efree JEF; Up to 20%

#### Use SmartDrive

Today's games are big. While the six CDs of Wing Commander IV is a mite excessive, most games take up at least 10Mb of hard disk space.

This means that your hard disk spends a lot

This means that your hard disk spends a lot ot its time thrashing about looking for data, which translates as big 'go and make a cup ot tea' pauses between levels.

SmartDrive is disk cacheing software that comes with DDS and Windows, and it works by using some of your RAM as temporary storage for data from your hard disk. Every time that a record is read from the disk, SmartDrive saves adjacent records in RAM, because the chances are that these will be needed next. Since getting data from RAM is a lot guicker than reading the disk, SmartDrive helps reduce those irritating pauses.

To Install SmartDrive, make sure that you have the following line in your Autoexec.bat: C:\OG\$\SMARTORV 2048 1024

The two numbers are the amount of RAM it uses in DOS and Windows respectively, and those are typical values for an 8Mb machine.

106 ZONE

# THOU THE TEATURE



(Lett) Wing Commander IV: No, that's not a pregnant pause ~ it's an annoying one, Using SmartDrive or getting more RAM can help conversation to flow.

#### **Contacts**

Creative Labs 01734 344322

Dtamond 01753 501400

Intel 01793 403000

Matrox 01793 614002

Spea 01844 261886

Orchid 01256 479898

#### Get the correct VESA driver for your graphics card

In the days before SVGA, games all used the same standard low-res graphics mode. There's no problem with compatibility as this has been around for years, and all graphics cards support it directly. While most cards support SVGA for Windows, accessing this mode from OOS is a little bit more tricky, since each card implements it differently. The VESA BIOS Extensions standard is designed to get around this by ensuring that each card provides a standard interface for OOS programs. Most modern cards support this in hardware, but there are some which use a software driver instead.

If all this sounds a bit messy, it's because it is. To tidy things up many games come with a universal VESA driver (UNIVBE). White this will work, it can be prefty slow — a better bet is to check among all the disks that came with your PC for the correct one. It you do find it, you'll need to add a fine to your Autoexec, bat to load it; if you can't you'll have to contact the card's makers. (You'll find a tist of the numbers of some of the major manufacturers in our panel above, right.)

Cost: Efree JEF: Up

### Turn down detail settings

Okay, this one's a bit of a cheat, but if you've tried all of the above and you still don't want to spend any cash, you're going to have lo reduce the workload on your system somehow. Running recent SVGA games on anything less than a Pf00 will involve making some kind of compromise, and one of the biggest killers of frame rates is texture-mapping. The effort needed to wrap those pretty bitmaps round polygons can cause serious strain to even the fastest CPU, and let's face it, with most flight sims you don't have much time to sit around admiring the scenery anyway.

The likes of US Navy Fighters and Apache Longbow really benefit from leaving textures out, but if you find that you can't do without them, swilching off SVGA should make an appreciable difference. There's a quarter as many pixels on the screen, which means more speed and more horrible blockiness.

Cost; Efree JEF; Up to 100%

Buy a new graphics card
This option might seem obvious

at first glance – after all, to speed
your graphics up you might as
well buy a new graphics card, right?
Wrong – most graphics cards
are designed to speed
up Windows, which
means that they have
special hardware
designed to help
with things like
scrolling text and moving
windows around the screen.

Since the games that normally need the most help use 30 graphics, this type of operation is completely useless to them, as each one uses different techniques to get things moving. Things aren't quite this cut and dried, however, as posher graphics cards are usually made of taster components, which means that they write to the screen at a much quicker rate. But there's not necessarily a strong correlation between the cost of a new graphics card and game speed, the simplest way to look at it is fhat a cheap card may be slowing your system down.

There are loads of decent graphics cards available, and two of the most popular are the Matrox Millennium and Diamond Stealth. The Millennium has the added advantage of including 30 acceleration, although this isn't currently supported.

Cost: £100+ JEF: Up to 25%

Buy a 3D graphics accelerator

These would appear to be just the ticket, as accelerating 3D graphics is exactly what we're after. But there's a very big catch... 30 accolerator cards contain special chips designed to perform some 30 calculations in hardware, which is much faster than having your PC's CPU do the work. The problem is that the cards

can't magically detect which bits of your old games are 30 and speed them up - the game has to be written (or adapted, at least) specifically tor that card.

If this still sounds attractive, the choice at the moment Is between the 0iamend Edge and the 3D Blaster from Creative Labs. Even then, you den't really have a choice anyway, as the Edge is designed for machines wilh PCI

buses, and the 30 Blaster for VLB PCs. If you combine the fact that there aren't that many available games with the limited effect that you can actually expect from both cards, you have a strong case for walting to see what happens before parting with your cash.

Cost: £250+

JEF: N/A



# FEATURE INDA ANGZ PANOZ

#### **Buy more RAM**

While PCs seem to drop in price depressingly fast to someone who's just bought one, RAM prices have remained pretty steady for years.

This means that lots of Pentlum systems These days are sold with 8Mb of RAM, the same amount titted to most 486s a couple of years ago.

All more RAM does is give your programs more elbow room. This makes no difference to small ones, but there are more and more games out there that need all the space they can gel. On an 8Mb machine these games will have to access the hard disk - or worse, the CO - al vital moments during gameplay, causing mega-jerks, With t6Mb, however, a lot of lhese extra bits can be kept in RAM, with lovely smooth consequences.

Another advantage of lots of RAM is that Windows 95 runs a lot better. While this has no direct bearing on games, if you really want to show off you can have several running at the same lime, swapping between them alt at will.

But before you go oul and buy more RAM, there are a few things to bear in mind. Firstly, Pentiums have to be upgraded trom 8 direct to 16Mb of RAM - an extra 4Mb on its own will simply not be recognised. Secondly,

make sure that you have spare slots, and check which type they are. Most newer slots are designed to take 72-pln SIMMs, but many older PCs have 30-pln slots, or a mixture of both. Thirdly, bear in mind that pairs of adjacent slots have to contain SIMMs of the same size. This means that it you've got 8Mb in 1Mb SIMMs, it's not simply a matter of replacing one with a 4Mb SIMM, to end up with 11Mb in lotal. Finally, while EOO RAM is taster, you need a compatible motherboard for it to make any difference, so check with your PC's manufacturer.

Cost: £200 for 8Mb



#### Upgrade your processor

Ot course, the most direct way to speed up your PC is to get a new CPU. This is quaranteed to make games run faster, and while it's a lot cheaper than buying a new PC, you still get that "Ooh, it's much guicker than my

old one!" buzz. You can't lust rip out the CPU from your 386, though, stick a Pentium in its place, and go around boasting to your mates. Your existing setup limits the options available when upgrading, so pay attention. If you've got a 0X/33 (or SX/33), your best bet is to buy a DX2 or 0X4. A 0X2/66 chip can be simply plugged in as a replacement, costing about £40. Even better, a 0X4/100 should also work, although you'll need the OverOrive version of the chip (this is because the 0X4 is a 3.3 volt chip, whereas most metherboards

are 5 volt), which costs around £120. The thing is, why bother replacing a 486 with another 486? What you want is Pentium Power, as it says in the telly ads. Intel have produced two Pentium Over-Orives for 486 owners, for 25MHz (SX25s, DX2/50s and SX2/50 CPUs) and 33MHz (DX/33s, DX2/66s and DX4/100 CPUs) motherboards. These cost approximately

> £130 and £175 respectively. Although the boxes of the likes of EF2000 and Wing Commander IV claim that the

games can be played on a 486. it's not really worth trying these or any other titles that use SVGA (such as Magic Carpet and Hi-Octane) on anything less than a P90, which was notil recently considered pretty zippy. Luckily Intel seem to be

aware of this, having just brought out yet more OverOrives for such processor hogs. They're designed for owners of P75s and P90s, making them into P125s and P150s respectively - There's also a P100 version on the way that'll give a whopping 166MHz. The cost of these chips is expected to be around £300.



#### Erm...

Blink your eyes slowly while playing all your favourite games until you get used to it, and then stop. Or you could buy a special speedy-up time warp thing. Alternatively, you could drink lots of strong alcohol until your reflexes are so crap that you'll be glad that your PC runs like a slug on Stolichnaya anyway.

On a slightly more positive note, if you're fairly techie a new motherboard with a decent CPU will give you access to things like burstcache, which is dead quick. We can't entirely recommend this route, though, as it can lead to potential dangers that really need to be covered in more depth.



difference to

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Duncan Swain gets more joy per stick thanks to a new multi loystick adaptor from Gravis.



amount of pins in the port that act as contacts between the two. This means that plugging two joysticks into the port through a traditional splitter automatically halves the amount of pins each can use and therefore halves the functions available

The Gravis GrIP, or Gravis Interface

Protocol to give it its poncey full title, is basically a glorified splitter that promises to banish these woes by being able to handle instructions from up to four joypads or joysticks at once - as long as they are all Gravis GrIP pads. If you use non-Gravis pads or sticks the interface won't handle all the instructions; there are also two 15-pin analogue sockets for Gravis alternatives, although these will not give full GrIP functionality either.

Configurable for use with virtually any game and including standard setups for such titles as Doom, Doom 2, Hexen, Heretic and Full Throttle running under Windows 95, the GrIP is really intended for use with newer combat and sports games. You'll have to choose between wrestling and hockey to begin with, as the GrIP comes in two flavours: the Ultimate Fighting Machine comes

eight-button joypads and is simple to set up. The GrIPKey drivers include a utility for Windows 95 which enables you to program your joypad controller buttons with a game's keyboard commands and will work with any game that runs under Windows 95, whether in a pos window or not.

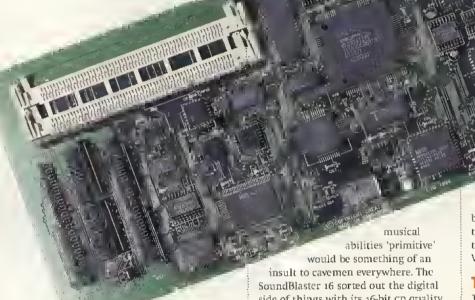
#### Looking ahead

According to Gravis all future Virgin and EA sports games will have built in GrlP support: Team 17 are rumoured to be working on a racing game and Worms 2 may well be GrIP compatible. The GrIP performed very well with FX Fighter and FIFA '96, both of which won't work with usual splitters - but then usual splitters don't earry the GrlP's price tag. Next up was Resurrection; Rise 2, which although is supposed to detect the GrIP, failed to do so - however, this may be down to the fact that we were using only a beta version of the game.

The GrlP does everything it says it will do, and seeing as it comes with a choice of two games the cost may seem reasonable - but for four-player games with full use of the controls, you'll need joypads, which will add at least £40 to the overall price. All in all, it's an expensive add-on that's worth getting if you've got a spare wad to spend on something that at the end of the day is not very necessary. Z



# SoundBlaster AWE32 P



**Creative Labs** know a few things about making sound cards. Dave Mathleson checks out the latest addition to the range.

LDER READERS OUT THERE MAY well remember the days before sound cards. Fire a big machine gun – bleep. Lannch a salvo of hard rockets - bleep blip. Fire a heatseeker - hiss. Let's face it, if military hardware really did make these noises, global warfare would be a bit of a laugh, rather than something to be avoided at all costs. In the good old days, though, this was the best that your PC could manage. Amiga owners, on the other hand, had four-channel digital sound effects and smug expressions to match.

Some clever bloke at Creative Labs sported this little discrepancy, scratched his chin in a sagely fashion, said "rcs have shit sound", and decided to invent the SoundBlaster. While these early efforts were all very ground-breaking, they could only manage one channel of 8-bit digital audio, and to call their

side of things with its 16-bit co quality capabilities, but the music was still left to a cheesy-sounding FM chip.

What everyone really wauted was authentic sounding instrumeuts, and the original AWE32 featured a General MIDI wavetable chip, enabling 'propet' sounding music. These days, wavetable cards are ten-a-penny (well, one-a-fiftyquid, actually), but where the AWE really stands out is as a tool for the budding musician. The reason for this is that you can load audio samples into the card's own RAM and mess about with them pretty much at will - thus gaining many of the capabilities of a sampler costing several hundred quid.

#### Plug and play: the theory

The AWE32 PnP is the plug and play version of the AWE32 (it's lucky you've got my techie know-how to hand, huh?). Plug and play means that, in theory, the sound card and your PC should get together and decide what settings to use, thus avoiding all those nasty inq conflicts that are such a pain to sort out. Note carefully, however, the 'in theory' bit, For plug and play to work, a couple of 'ifs' need to be satisfied. Most importantly, you need a compatible BIOS

your PC - you'll find that most of them are suitable (or at least claim to be). Secondly, plug and play is designed to work under Windows 95 (although the AWE also works with pos and Windows 3.1).

fitted to

#### Testing, testing...

The first PC that I tried the card out on had Windows 95 installed, but as it had a crappy old Bios I didn't expect iotal plug and play-ness - which is lucky, because I didn't get it. Things looked loyely when I booted up the machine after plugging the card in, with helpful "New hardware detected, installing AWE32 drivers" type messages. After obediently bunging floppies in, I restarted Windows and surprise, surprise, it didn't work properly, MIDI playback was fine, but no digital audio - classic signs of dodgy 1KQ settings. On an oldstylce sound card, these are set using immper switches on the card itself, which is mucho hassle. The AWE32 PnP allows you to change these values in software. On checking them I found that they were all the same as those used by my old AWE32. Anyway, to cut a long and very exciting story short, the new sound card would only work under 1RQ 7 and not 5, for some reason. By way of a happy ending, it worked fine on a PC with a newer BIOS.

However, straightforward installation isn't the primary reason for buying a sound card, it's how it performs in the sound department that counts - and the AWE32 PnP is just as good as its



predecessor in this respect. Most games these days support the AWE directly, and the wavetable sounds bring their soundtracks to life with plenty of thumpy-drums and nice deep basses. But as l mentioned earlier, the real strength of the AWE is as a musician's tool. The software

included enables

that's

you to sample instruments, loops, or whatever, and load them into the card's own memory (which can be upgraded using standard simms). Combine this with a middle sequencer, and you have everything you need to create some fairly decent music, at a fraction of the cost of buying a separate General middle and sampler.

If you already have an AWE32, there's probably not a lot of point in buying the plug and play version, and although it does come with newer drivers and 32-bit versions of software, it's essentially the same as the earlier version, On the other hand, if you have a cheapo card and you want the best on offer, the AWE32 PnP comes close. If you also fancy yourself as a master of drum 'n' bass, then get one. I

#### Score



The best all-round sound card for the gamer and skint musician.

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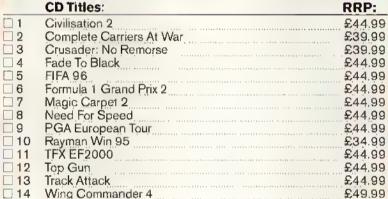


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# TROUBLESHOOTER ... HOR HOW



If you want help with problems like ingrowing toenails or disputes with your girlfirend you're out of luck as they don't come under The Boggit's field of expertise – not that he'd give you any assistance anyway, 'cos as we all know by now he's a miserable cantankerous sod who likes nothing better than upsetting people...



# TROUBLESHOOTER



The Bottom

lf you get into trouble or



FFH

255

#### **READ THIS!**

Because eur tips line Is so busy, and because the man who answers the phone is only a mere mertal we need you to prove that yeu have actually beunht. the magazine and that vou're net just a freeloading blagger. To do this, our tips geezer will ask you for a password before you request your tip. This month's passwerd is... "Izzy wizzy, let's get busy".



#### Ishar 3

I've been to see the astronomer and then the Wizard, and I've found the racoon. The problem is that when I go looking for the ingredients to mix in the magic flask, I can't find the kelonia powder.

In exchange for this information I have some cheats for *Ishar 2* and 3 which give you full life points:

For Ishar 2 hold down <CTRL/ALT/V> at the same time. For Ishar 3 hold down the same keys, but also click the left mouse button while the pointer is at the left hand side of the screen.

#### Graham Carmichael, Hull

While I don't believe in cruelty to furry animals (probably because I'm a bit on the hairy side myself), you must in this ease take the racoon's parchment from him. But don't worry, because he ean't read and he would only have used it for toilet paper anyway. Go back to Mather's place and pick up a key. Go to the new house shown on the map and find a pendant and a flask. Wear the pendant and then go to the inn called The Kelonla Tasters, which you'll find along the southern rumparts of the Rich town. Listen, then piek up the powder.

I'll accept your cheats, although Boggit's Mailbag isn't really the place for such underhand practices – we like to save that sort of information for the 'Sad Gits Section', otherwise known as The Hackmasters.

#### **Lands Of Lore**

I'm at the entrance of the Urbish Mines and I can't seem to get in, no matter what I do. I've tried all the magic spells which my characters have, including two fireball wands.

R Forguson, Scotland

#### Write to PC Zone

If you have a query concerning a role playing game or adventure, or you have a hot tip or a cheat to share, then write to:

The Boggil 29 Blackthorn Drive Larkfield, Aylesford KENT ME20 6NR

Having heard tales of Scottish adventurers who spent years trying to find a back way into the Gents rather then put a penny in the slot, I checked first of all that entrance to the Urbish Mines is five. However, in this case I think that you're missing an essential ttem. In the west side of Upper Opinwood you must look for a chest which contains a green skull—this skull is the only item which can kill the horrible monster which guards the entrance to the mines. Simply pass the skull over the character's face to kill the slug.

While ive're on the subject of this game I'll help out those readers who have written to ask how to get to Draracles Lair in the caves. For a start, you must locate and keep the jewelled dagger from the chest on Level 2; you'll find this by using old daggers in a niche in the ivall. On Level 4 you must inspect the walls earefully to find a place where it looks a bit beaten-up. Use the sledgehammer to smash your way through to the stairs which lead back to Level 3 and Draracles Lair. You'll need the jewelled dagger or silver goblet to get the riddle scroll.

#### **Noctropolis**

Aaaaahhhh... Noctropolis, that constant supplier of digitised video conversations and (ahem) 'non-linear' gameplay. But hark! Do I hear that familiar scream of "Help-I-don't know-what-to-do-next-as-there's nothing here-to-help-me-in-this-crap-game!". Yes, I can hear it quite clearly, which is hardly surprising since I'm the one screaming it.

I've just finished talking to the Whisperman, who says that Flux is in the top of the Sunspire Tower, I must destroy him, and the traditional entry to the tower is not an option. It's no

nothing can happen,



good - I just can't find any entry, let alone a traditional one.

What do I do next?

#### Andrew Kennedy, Inverness

We're about to get into superhero mode, so get ready to odjust your underpants. Head for the elevator in the Cygnus building, and once inside use the logbook (which you should have picked up in the observatory) to move the elevator to the roof. You must now use the hook (from the butcher's shop) on a cable which stretches between the Cygnus building and the Sunspire Tower to carry out a death slide across the gap. Watch you don't fall! On the other hand though, if you do, look left -It's a lovely view.

#### Alone in The Dark

I've collected two mirrors and come across the two winged monsters which are blocking the stairs, but I can't get past them, I've tried using the mirrors as the book which you pick up suggests, but nothing seems to work.

#### Stephen Jones, Shrewsbury

It's easy! As they say, beauty is in the eye of the beholder ... Simply place the mirrors on both of the statues in the corners to show the monsters fust how ugly they are and they'll die of embarrassment.

#### Legend Of Kyrandia

My problem lies with the potions. What are the ingredients that I need and how do I create them? After that, how do I get the chalice back from the sneaky little arsehole who steals it from me?

#### J Cale, Redhili

A flower and a gemstone of the same colour will usually produce a potion of that shade. You can make red, yellow, green and blue potious, olthough sometimes you need to travel quite a distance to find the gems and flowers. However, by going to the woods just behind Zanthia's place you can find the crystals of alchemy which help you to mix different coloured potions together to get even more. You can mix red and blue potions to get purple as well as red and yellow to get orange; yellow and blue gives a poisonous green mixture. As for retrieving the chalice, you'll find that the purple potion has the same effect on your body as cold water has on your genitals. Take a sip and then you'll be able to walk through that little door in the tree trunk - you might have a limp though. (A limp what? - Ed.)

(Above) It looks like something speaky is geing on in Nactropelis...

(Right) We make Duke

Nukem 3D easy for you

with our cheat codes!



Close your eyes and look no further if you are a noble Avatar, for things are about to get downright sneaky. On the other hand though, if you're a no-good, underhanded sonofabitch... Hi there! Welcome to the fun side of computer gaming!

#### **Destruction Derby**

To turn off car damage during the race, use the name 'DAMAGE!' when you start the championship.

#### Championship Manager 2

To become an International manager without having to earn the right, select any team you want, then when you're asked to enter your name, enter the real manager's name:

England - Terry Venables; Scotland -Craig Brown; Rep of Ireland - Jack Charleton; N. Ireland - Brian Hamilton; Wales - Bobby Gould.

(Hint supplied by A Truong)

#### Command & Conquer

Here's a cunning cheat for those playing this game over a network or modem.

Build two silos, but only place one of them. Wait until the first silo is almost full of tiberium then place the second and sell the first. The computer will give you all of the money for the tiberium which was held in the first silo and then it will transfer the same tiberium into the second.

#### Crusader

On the first mission there is a room to the north-east of the one where you first take control of a servo-mech - it has a health station and a teleport pad in it, A post-pad is just outside which opens and closes the door. Every time the door opens, a guard teleports into the room. This guard, who is carrying ammo and credits, can easily be killed and so provides a simple method of building up your resources before moving on.

(Hint supplied by Carls Rulz)

#### **Duke Nukem 3D**

This game has got to be the best thing on the PC at the moment. Apart from the fact that the screen movement can make you feel a bit seasick after about half an hour, the action and graphics make it the game to be playing.

Of course only a low-down dog would cheat to finish a level, but if you really are the scumbag that all your friends



say you are, then here's the list of codes you're going to need:

dnstuff Receive all weapons, tull ammunition, plus all items

docombolio DR dokroz dnitems doscotty##

dohyper

dorate dovlew dnskill# dacashman

dnallen dobeta

dneosmo

God mode Receive all key cards Game/level warp (# = game, # = level) Receive sterold boost Game trame rate (try 25+) View trom behind Duke Change skill level to # Throw money when spacebar pressed

Displays "Buy Major Stryker" message Displays "Pirates Suck"

message Displays "Register Gosmo" message

#### **Navy Strike**

- · Follow the rules of engagement. It's very easy to blow away an aircraft with long range missiles before you can even see it, it could well be a civilian airliner.
- · Be aware of your height at all times. The aircraft can dive and climb between sea level and 40,000ft in under one. If you're in a steep dive pull out of it before 6000ft.
- If you're confused and out of control, use the auto-pilot command to level you out then switch back to manual control.
- · Keep an eye on the AA missile/SAM warning lights. If they light up, pump chaff and flares.
- · Use the long range missiles to lock on to your target. Combined with the padlock view option this should allow you to zero-in on the enemy extremely quickly - but remember to switch back to cannons for warning shots.
- · Engaging flaps will greatly improve manocuvring, but at the cost of stability and speed. Useful for those sharp turns in doglights.
- · Using air brakes will help slow you down in a fair hurry, especially when combined with flaps,
- · When intercepting, position yourself behind and slightly above your target. That way when you receive permission to attack you're ready for the kill.
- · Go easy on the afterburners. If you do find yourself with no fuel, press <E> to switch to your spare tank.

(Compiled by Mahendra and Simon)

Thanks to everyone who has written in recently; although there isn't enough room to answer all your letters, I do appreciate and read every one of them.

The year is 1329, and things are not so good. From the mists of time comes a desperate cry for help from the last of the knights Templar — and it's down to you to save him...

# Ime Gate



(Above) Dispose of all the zombles in the graveyard to reveal the object which unlocks the door to the tower.

#### Museum entrance

Enter the museum and go to the room where the Japanese film crew are busy working. Pick up the headphones from the top of the chest, then leave. Enter the room at the opposite side of the hall and get the sword and shield. Look at the large picture to hear a tale. Go next door to the ticket office.

**Offices** 



Search the desk drawers to find a key. magnetic card and a magazine. Head back towards the main hall.

On your way back you'll find the laser alarm has been activated. The path to follow is straight across to the opposite wall, first moving to the centre, then heading back around the furniture to the opposite side, then straight across. Follow this fat wall to the door.

#### Entrance hall

Grab a screwdriver from the toolbox and use it to open the door to the room where you found the headphones. Get the foam (not the water) extinguisher. Return to the entrance hall and use the key on the large grey control box. Use the foam extinguisher on the opened panel to disable the alarms.

Move into the room to the left of the control box and arm yourself with the sword and shield to fight the knight. Open the showcase with the magnetic

> card and take the ammunition for the catapult, Head for the doorway of the next room and use the catapult. The trick is now to move the

remote-controlled catapult through the laser beams to a point directly in front of the alarm cut-olf switch. Begin by going to the bottom of the screen, along the wall to the middle then out into the centre, and forward - you'll know when you've reached the correct spot as you will receive a message telling you that you are correctly positioned. Arm the catapult and fire it.

Once inside the room you can pick up another sword. Leave and enter the garden, where you must use the sword to kill another knight. Pick up the hologram which is lying nearby, then walk around until two men appear, Approach the man who is seated in the centre of the garden and you will be overcome and tossed down the well.

#### The past

Pick up the lute, throw it to the other cell. Stand behind the guard when he appears and kick him - he will stumble forward and be disposed of. Pick up the key which the other prisoner throws to you and escape from your cell. Enter the opposite cell and pick up the water jug. Kill the next guard and get his keys. Go near the guard room to activate the next guard and kill him as well.

Enter the guard room, pick up the wine and drink it. Leave and use the keys to open the large metal gate to the stairway. At the top of the stairs move out of the path of the blind man, then when he has gone search the fireplace to find another key. Open the locked door and quickly move past the ram to get the shepherd's crook and sheepskin waistcoat. Go next door and get the ham, bottle and bucket. Return to the previous room and fill the bucket by using it on the tank of water.

Return to the room with the fire and use the water to put it out. Now go to the left of the fireplace until the view changes; use the 'investigate' option on the fireplace to make your hero duck inside and climb up the chimney.

Face the rope and use the waistcoat (which makes you use the shepherd's crook!); this will take you over the gap. Go through the left-hand exit, then go immediately left, following a beam into

## TROUBLESHOOTER



a doorway. Go right; yott'll find yottrself above a sleeping monk. Use your staff to hook the monk's habit. Go straight through the room and turn right to a dead end. At this point you can safely jump off the beam to the ground.

#### **Cross room**

Open and search the box on the wall to find a book and a hologram. Push the cross to open a secret door to the writing room.

#### The writing room

Search the table to find an empty pot, a pot of water, a pot of bone black, a pot of spleen and a pot of pitch. Go to the back of the room and search the desk to find a stiletto. Climb the stairs to find the quill on the desk and a writing box from the cupboard. Go to the writing desk (second from the back of the room) and use the book to place it on the desk.

Use the stiletto on the book to find a gcm, and the water, splech and bone black to fill the empty pot with ink. Now move in front of the piece of paper on the desk, and use the ink and quill to create a copy of the book. Now 'use' the monk's habit to wear it, Pick up the book,

Warning - the following sequence is being timed, so move your ass!

Go back to the room with the cross, stand before the open box and drop both the book and the writing box. (This should return both items inside in the box.) Return to the writing room and push the torch on the wall to open the door. When the monk appears, follow him closely – if you move too far away



from him you will be killed by the guard. Follow the monk around the contrivard until you come to a closed door, located on your right. (You will get a message at the appropriate time.) Go right and enter the hospital.

#### The hospital

Turn left and pick up the pot which is lying beside the locked door. Throw the pot to smash it open and reveal the key to the locked door. Enter the room and collect: an empty test tube, badger hair, nux vomical, herbs and toad's spittle. Pick up the book from the table and read it to get the formula. Use all of the ingredients you have collected to fill the test tube, Leave and find the leather cutter in the shoe workshop.

Search the bakery to find two loaves of bread. Use the test tube to turn one of the loaves green. Enter the Templar's cell and throw the green loaf to put the prisoner to sleep. Use the leather cutter on the statuc to obtain a ruby. Prepare yourself with a sword then leave the cell to fight the two guards which appear. The second guard will drop keys which

(Above) Controlling your pixel warrior can be confusing because of some of the odd camera angles you're given, so try and move him to a spot where you have the best view of the action bettore you have fo start swinging your weapon.

(Above left) Enter our here, William Tibbs. Handsome, witty and built like a Paristan pissoir. He may not be smart, but he can't half lift heavy weights. you must collect to open the door to the mortuary. Push the corpse to reveal a golden heart, Leave the room and travel around the hospital corridor entering each room to search for statues. Use the leather cutter on all of the statues to gather seven gems; you should find an onyx, amethyst, emcrald, plus three diamonds from the room next to the bakery. Drink and eat to top up your health to a maximum. Return to the mortuary and use the gold heart on the statue; at this point another statue will appear at the opposite end of the room. Ouickly move to the new statue and examine it to reveal a potion which you will automatically drink and fall asleep.

#### The torture chamber

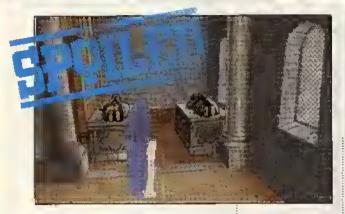
Move the right cursor arrow to rotate the wheel and escape. Kick the guard to kill him (it can be done!). Take the ring and red stone from the table. Swap the two flaming torches to open a secret door. Inside the corridor take the first left to meet an old warrior – use the ring to identify yourself as a good guy. Pick up everything, then open the chest. While you are being viewed by Wolfram, dazzle him using the strange red object and the leather bag. Search the chalice to obtain nine gems. Use the ring to open a way out of the cell. But before proceeding, wear the monk's robe.







## TROUBLESHOOTER:



#### « The library

Use kicks and punches to fight and kill the monk who is waiting for you. Walk around the room to find the two tombs. Use the ruby and the crystal gem on the tombs to receive a knife and a health potion – drink the potion if you need it. Go through the double doors to the banqueting hall and quickly pick up and use the pile of plates to prevent the guard from killing you.

Go to the kitchen and then into the pantry, where again you must kill a monk/demon using kicks and punches. Use the onyx and emerald on the two tombs to receive a weapon and a key. Use the key to open the door to the garden. Run past the zombies to the two tombs at the far end. Use the amethyst and opal on the sides of the tombs to receive an axe and chain mail. Wear the chain mail and use the axe to kill the zombie. Arm yourself with the crucifix to fight the green monster. Pick up the ghoul's tooth that the green monster leaves behind and use it to open the door to the tower.

#### The tower

Push the statue which is on the right of the screen to open a sectet door in the entrance alcove. Go through the door and make yout way back to the torture chamber and then through to the jail. Kill the guard to get a key, and then use it to open Julia's cell. Take care here because Julia will turn 'nasty', so quickly run back to the torture chambet and then follow your old route through the Tempkar's cell and up the stairs to the library again (at the same time dodging any demons on the way). The main doors to the garden will now be

(Below) And here she is..., your 'Blind Date' for tonlght! Juliet's hobbies include hanging around in prison cells, and biting the heads off foolish heroes.



open. Arm yourself and kill the guard who stands before the open door to the castle. Enter the castle and examine the pictures to find number VII, Push the painting to open a door.

Kill the black knight and make sure that you pick up the bracelet he drops. Climb the stairs and pick up the first weight you find. Face the bell tope and use the weight to gain entrance to the roof. Use a diamond on the tomb to get a horn, You will now be captured.

#### The church

Climb the stairs

inside and use

the crucifix

on the

As soon as your cell is unlocked run to the table and pick up everything on it. Run quickly to the small chapel at the fat end of the church which contains a large cross. Use the horn in ordet to be transformed into a Bird Knight, Fight and kill the executionet. Push the cross to open a door at the other end of the church. Make your way to the stained glass window and go through to a ledge up on the roof. Now you have to kill the knight by beating him off the ledge where there is a break in the small wall. Note that you can't actually kill him in a straight fight - use a move forward. overhead strike, move forward kind of technique to force him backwards.

Note that you can't actually kill him in a straight fight – use a move forward, overhead strike, move forward kind of technique to force him backwards.

Once back inside, push the unlit torch beside the double doors to open them.

statue to open a secret compartment in the central pillar. Push the small font inside the compartment to open a secret door downstairs in the chutch. Go to the secret door – opposite the chapel – and enter it. Collect all items from the shelves, plus a totch from the fireplace. Read the book on the table for the formula. Make the potion by using the lead beads, tin, lustral water and antimony in that order. Arm yourself with the totch and use it as in fighting mode to destroy the pentacle.

Stand next to the closed book on the statue and use the potion. Pick up the 'femplat seal from the wall, Now use the bucket and rope, then use it on the well to get water. Once you've got the walet, use it on Juliet to wake het. Use kicks and punches to destroy the demon. Go back to the stained glass window and push the large cross to a position half-way along the balcony – in front of the stained glass window – where it will fall and kill Wolfram.

And that's it, you'te very nearly a hero – now all that's left is for you to use the Templat seal and the glove to win the day! z



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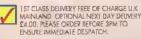
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# BUYERS' GUIDE



Welcome to the all-singing, all-dancing PC Zone Buyers Guide, which is to gaming what the BR timetable is to trainspotters. You name it, it's here - painstakingly compiled by our very own engine driver.

#### Issue 11 - February 1994

#### Advantago Termis

(55) Inlogrames - Sport £35.99

Unnxciting tennis game that lacks princh. Alone in The Dark 2

(97: Classin) Infogrames - Advonture £39.99 Absolutnly brilliant! Without a doubt what the ec was made for.

(72) US Gold - Space Sim £19.99

Yone sistee eithee funcied Han Solo of Lake Skywalker. You'll either fancy B-Wing or, er, something also.

Capitol Bill (CD) (75) Software Toolworks – Edutainment £39.99 Comprehensive infroduction to American politics.

Chessmaster 400D Turba (90: Classic) Mindscape – Chess £34.99

Tongh opponent: gentle teacher, Critical Path (CD)

(72) Media Vision - Adventore £49 99

Slick and atmospherie but way too short. Dongson Hank

#### (62) SSI - Role-Playing Came £39.99

Not enough there. Not enough design options. Not enough gameplay. For very hordened and grizzled role-players only. Fire And Inc.

(75) Renngade - Platform Game £29.99 A fun but difficult game, marred only by an overinflated price and ridiculous copy

#### protection. Filght Sim Taalkit

(80: Recommanded) Domark - Simulation £49.99 Renommended, but only if you find Small Island limiting. It can be very heavy going.

Global Domination (65) Impressions – Strategy £39 99

Slick, addictive strategy game but it presents no long term shallenge. Gobiles 3

#### (75) Coklet Vision - Puzzle Game £39.99

Good for beginners and a plnasant diversion

#### Kinomaker

(88: Recommended) US Gold - Board Came £37,99 Without donbt the best board game

conversion foe a long, long ilme.

Mngło Boy

(60) Emplie – Platform Gamo £25.99

Not very 'magie' at all. Master of Orian

(72) MinroProse - Stralogy £44.99

A good one foe all the accountants ont thece.

(93: Classin) LucasArts - Shool 'Em Up £49.99 h's Star Wars. It's also the most important game to date.

(55) Elile - Sport £29.99

Anothee Paul Bodin penalty of the games

#### playing world. Sabwai 2050

(88: Recommunded) MicroProso – Simulation

Easily the best 'fon' simulation that

MlecoProse have produced.

#### The Labvrinth Of Time

(89: Recommended) Electronin Arts – Adventure 99.99Beautiful, allining, a touch slow and a little fussy. A quite superb adventure though.

#### The Terminalar Ramuage

(75) Bethesda Softworks - Arcade £39.99

Okay, but once you've seen Doom, you'll laugh mpage's falle and spill Hs pint.

(70) PAW PBM - Role-Playing Gome £24.99 A rather interesting type of RPG that takes some time, but is generally worth the wait.

#### issue 12 - March 1994

(52) Empire - Strategy £39.99

Dim-willed attempt at simulating armoused action - too buggy to recommend, despite colourful graphins and arnada segunines.

Championship Managor 194 (80: Recommendad) Domark - Sport £29.99

II's still the best (just). Champlanship Manager Italia

(80: Renommendod) Domark - Sport £29.99

It's the best too, just with a line more noughts nt the end of the transfer figures.

#### Combal Classins 2 (50) Empire – Flight Sim Compandium £34.99

Sadly, this compilation contains one classic and two rather second-rate dnds.

#### Companions Of Xarth (73) Acnolade – Advantnie £39.99

Awful prins. Questionable liumour. Very Monkey Island-esque, What more could you want from an adventure?

(64) Cyberdreams - Racing £44.99

#### Mildly entectaining foe a quick blast, but

Fury Of The Furrin

that's about it.

(85: Recommended) Mindsnape - Prizzle/Plotform Game £39.99

A rivetting platform pnzzler, but not for the easily frustrated.

(92: Classic) Sierra On-Line - Adventure £39.99 Brilliant and frightening offering from Sierra

(83: Renommended) Mindscape – Strolegy £34.99 A little bit of Populous, a little bit of Civili: ation.

(82: Recommended) Virgin Interantive Entertoinment

Adventure £39.99 Yon've got to hand if to Westwood, this Is a bit

of a strinnee.

Hairs To The Threne

(43) Mirage - Stralegy £44.99

If I got this kind of quality from a pp game I'd

blinking well complain.

Indianapolis 509 (65) Hii Sqnad – Dilving £14.99

A onne-great giant sunnumbs to the tavagns of

#### Leisnre Snil Larzy 6

(75) Virgin Interactive - Adventure £35.99

Thin best Larry yel; but he's getting way past his sell-by date

#### LITTI OIVII

(90: Classic) Gremlin Graphics – Prizzle Game £39,99 An excellent prizzle game with wit and Itali.

Polico Onesi 4: Open Smoon (78) Sierra On-Line – Adventure £39.99

A Hocoughly professional job for those who can think and click at the same time

#### Premier Challengo (78) Tal Chi - Sport £24.99

Design your own game. Boost this score,

#### Premier Managni 2

(65) Gromlin Graphics - Sport £34.99

It's better, but still too obsessed with interior decoming for my liking.

#### Shadaw Di Darkness

(89: Recommonded) Sierra On-Line - Advanturo

A compelling storyline, but dull battle seenes,

The Incredible Taans (82: Renommended) Dynamix — Przzie Gome £39 99 Zany, silly and highly addintive,

#### Archup Illies

(78) US Gold - Strategy £39.99

More linal 'em up Than strategy. Benralh A Sieel Sky

(83: Renommended) Virgin Intractive Entertainment -

Flight Slm £39.99 Graphically good and pleasingly puzzling

#### Janni that yon'll feel like returning to.

Consultacy (67) Virgin interactive Entertainment - Adventuro

Takes all the life out of Ruskie bashing.

(38) US Gold - Wargoms £35.99

D-Day lies bleeding in the no man's land of waigames

Daomonsgale (45) Gamelek – Role-Playing Game £29.99 Ont-dated, tedions and visitally vestigial,

(96: Classim iD Software - Arcado 934.99)

The best areade game and also the best multiplayni gnme evel. Doom is the best. Need we

#### Hired Guns

(77) Psygnosis - Role-Playing Gome £44 99 Ishar Z with 10bots.

#### Hal Saund And Visio

(85; Recommended) Interplay - General Interest £44.99 An ontstanding collection. Interplay's 1D Yant Anthology

(65; Recommended) Interplay – Compendinm £49.99 A cost-effentive way in build an instant library

#### of massin games.

(70) Codemastors - Arcade £29.99

A good two-player game III you have a decent

#### rc. that ist.

Mortni Kombai (80: Recommended) Virgin Interactive Entertainment -

Beal 'Em Up £29.99 Not as good as the SNES Street Fighter II, but the best on the re-

(78) Gamelek – Space Stralegy £29,99 Good game II' yon're more into explocing than fighting.

#### bnii Fantasies

(80: Recommended) 21st Century Enjortainment Pinball £37.95

The ninanest machine of them all - a worthy successoe to the miginal Pinball Dreams.

#### (80: Recommended) Grandslam - Stralegy £TBA Reunion has something for everyme.

Sim City 2090 (92: Classin) Maxts - Strategy £39.99 Brilliant game that'll make you mustly

#### intentive in the extreme, Sim Trek: 25th Anniversary

(86: Recommended) Interplay – Adventure £49.99 A game boldly going where it's been before,

#### just a little more vocally. Strike Cammander (CO)

(86: Recommended) Electronin Arts - Flight Sim

Superior flight slm, but you find the haedware to match. The Complete UMS

(58) Mirage – Strategy £44.99 Both classins in their day, the two UMS games are a bit too long in the tooth to excite anyone but the real cuthusiast.

#### The Lowintowor Mart

(77) Sales Curve Interactivo - Arcade £54.99 Excellently presented, Just a little more eomplexity in the gameplay and it would have been unreservedly recommended.

#### Winter Olympics

(64) US Gold - Sport £42.99

Has its mements, but you'll probably play it foe a lew homis and thereaftee piek it up once a yeae If you get really bored.

(73) Psygnosis - Role-Playing Gome £44.99 A good stepping stone into the land of RPGs.

#### Ali Transport Pilat (CO)

(70) BC Simulations - Simulation £79.95 Well, II's not really out idna of fun, but It's a wasonable effort foe a simulation of this type.

(20) Kompart (BK) Ltd - Strategy £39.99

Ugly, fiddly and totally boring.

Arenn: The Eder Scrolls (62) Belbesda Softworks – Role-Playing Gome

#### 645.99 Disappointing (nally,

Award Winner Cald Edition

(88: Recommended) Empire - Arcada £34.99 Superb quality games with mirrivalled value In money, any it now! Battle iste 2

(91: Classic) Blue Byte - Strategy £54,99 Without a shadow of a doubt, this is the strategy gainn of the year.

Buzz Aldrin's Aano Into Space (CD) (95: Classin) Interplay - Strategy £39.99 A stunning Improvening on an aligady plassic

#### game. Cannad Fodder

(99: Classic) Virgin Interactive Entertainment

Arnede/Sholegy £34.99 Great full for all the wrong and right reasons CD-ROM Ghallengo Panh

(75) Software Toolworks - Compendium £39.99 Reasonably good compilation, but three are

bettet ones atmind.

Championship Manager For Windaws (79) Domark - Sport £29.99

#### A wasted oppmitunity. Not as good as the DOS version.

0/Generation (85: Renommended) Mindsnope - Adventnie \$19.99 Probably Hin best gamm that Windows users

#### have evec played.

Exnellent Games (85: Recommended) Bean Jolly - Varions £39.99 Great games at a great price. A compilation not to be massed, including Populous 2, Junny Wille's Whirhelnd Snooker, Can And Driver and Robocod

#### Enniastic Bizzy

(50) Codemasiers - Platform Game £9 99 What nan we say? Wenng time. Wrong format,

#### Wrong price.

Gobrial Kolobi (CD) (90; Classic) Sierra Dn-Line – Adventure Gome £44.99 Brooding, atmospherin Hiriller.

You'll shrick! You'll shoul! You'll yawn! Johnny Quest (12) Software Bosiness - Arcado/Adventure £29.99 Can basically be snarnind up in one word

#### dieadful.

Miniocasm

(65) Mindanage - Roning £39.99

(67) US Gold - Arcodo £37.99

A supeeb deministration of what nan bindone graphically with cu-rom, and how easy it is foe gameplay to suffer as a result.

Marchant Prime

#### (82: Renommended) Mirage - Strotegy £44.99

Don'llet the dodgy graphics fool you. If you give this game half a chance, we ceckon von'll be hooknd.

#### (70) Psygnosis – Shoot 'Em Up £49.99 Brilliant graphics and excellent sound, Let down by limited gameplay. NFL Pro Leagno Football

(50) Digital Injugitation - Sport £39.99 As a play-editor it's okay, but playing the

#### game itself is disappointing. Privatoor: Ainhloous Fizo

(80: Recommended) Electronic Arts - Add-On £19.99 Privateer fans definitely won't be disappointed

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(83: Recommended) Electronin Arts - Simulation

A highly atmospheric sub-sim-twith a control interface frem hell.

#### Starford

(79) MicreProse - Stralegy £44 99

It cenld bave been excellent. Cenld have been. Danini

#### The Patrician (CD)

(70) Daze Merkaling - Shalegy £39.99 A good game on disk, slightly better on cn. The Red Crystal (43) Mirage - Role-Pleying Game £44.99

Don't ask your friends to play this if you want le keep them.

Unnacessary Raughnes:

(66) Accolade – Sport £39 99 Best described as 'all right'. It's as goed as

most American footy sints.

#### Issue 15 - Jame 1994

(75) MicreProse - Rele-PleyIng Geme £39.99 Hindered by entdated implementation, but still well worth a look.

Carriers Al-Wai II

(63) Electronic Arts - Strategy £44.99

Fer die-hard strategy afferenades.

(99: Classic) Cyberdisems - Adventure £44.99

If you have a taste for the macabre, yen'll never ferget the Dorksred affair.

(49) Millennium - Prizzle Geme £34.99

Mind-numbingly Lediens.

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(75) Infequames - General Inferest £99.99 Mere seriens appreach with Superh sample animations that you ren't usel.

Dragonsphare (69) MicreProse – Adventure £39.99

A brantiful adventurr game that won't tax your brain the heardy.

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(40) Mindscape - Simulation £34.99

Oh, se rery clese, but it's get mere bugs than Watergale.

(40) Demerk - Spert £29.99

The champleus of sport produce yet nuclber

#### weild-beater.

Fleel Defender (86: Recommended) MicroProse - Filahi Sim £44.99 Hraryweight flight sim, both helped and

hindered by erer-clever graphles. Hinna-Barbein Animalian Workshe

(75) Emplie - General Interest £49 99

Tries to make everything fru and enceutages

you te try out other melliods of animation net Naval Strike Fighter

(80: Recommended) Spentrum Kelebyta - Flight Sim

As that well known saying goes: 'If you like Falcon 3, you'll just leve Harnet.' Must 1671 Electronic Arts - Adventure £44 99

Surreal and atmospherie, if net realistic.

Pacific Strike

(80: Recommended) Electronic Arts - Flight Sim

Miles better than Strike Commander but

rquires a state-ol-the-art ninjn ec. Pagan: Utimo VII

(78) Electronic Arts - Rele-Playing Game £44.99 Williom deubt a love/hate relationship fer Ultimo purists. Revenioft

(78) US Geld - Rela-Playing Geme £45.99 A playable and accessible upg.

#### **Bed Hell**

(69) Cyberdreams - Adventure £39 99

The graphics are pont and the control system is dire, Aveid ii.

195: Classin) Maris Multimedia Ltd - General Interest

Stunning program which will be leard to bear

#### Sabre Tanm (60) Kriselis – Strategy £29.99

This has all been done belove, and done much better as well.

(70) Flectronic Arts - Rele-Playing Game £39.99 Considerable enhancements for co but the gamentay remains the same

#### aceship Warlack

(70) Reacter/Ubisoft - Adventure £44.99 Very slick, very pelished. The gameplay's a bit limited but it's fine all the Same.

(80; Recommended) Ocean - Simpletien £44.99 Great game with forally superfluous bells and

#### UEO Enemy Unknawn

(93: Classic) MicrePrese - Strategy £44 99 Brilliantly designed, perfectly implemented and letally absorbing.

Woshington DC Scenery

(85: Recemmended) Sopervisien - Flight Sim Add-On

One of the best flight sim add-ons to date.

#### Issue 16 – July 1994

#### Castles II

(65) Interpley – Strategy £49.95

Interplay usually releases excellent games -this isn't ene of them.

Commuche (CD) (90: Classic) Opilma - Flight Sim £49.99

Bulliant action-packed helicepter simulation

ar a great prite en co. Companione Ol Xanih (CB)

(84: Recemmanded) Acnelede - Rela-Pleying Game

Great game en disk, Fren better en op,

(55) Gamelek - Arcade £19.99

Nothing new or exciting.

Detroil

(85: Recemmended) Impressions - Strategy Game

An intrigning strategy/s(in whiteli boasts both originality and playability.

Dragoni's Laiv

(67) Elile Systems - Adventnia £39.99

An interactive carteon that's mere 'eartoon'

Eve D! The Storm

(40) Rebellion - Space/Strategy £39.99

Very finturistic, very falls and very, very crap. Great Naval Battles 2 (86: Recommended) US Gold – Simulation £45.99 SSI ernises easily to the head of the fleet with this simply stunning sum.

Rand Of Fala (CD)

(78) Virgin İnteractive Entertainment – Adventure

Goed game, shame about the conversion. In this case, mere equals less. Jack Nickinus Signature Edition

(85: Recommended) Accolade - Spert £19.99 A good gelf game at an amazing price Jimmy While's Whirlwind Snocker

(80: Renemmended) Hit Squad — Spert £14.99 Dangerously addictive snooker sim.

Lucky's Casino Adventure (60) Mirage - Card Game £44.99

Challeuging, firm, tetally addictive but a bupricey. Lure Of The Temptress

(55) Hil Squad – Adventura £14.99 Old and fading.

Power Game 2 (CD) (70) Activisien – Simulatien £29.99

Worth looking at if yet don't have the hard-ware te run the latest sim.

Rebinsen's Requiem (85: Recemmended) Daza Markeling – RPG £39.99 This is a highly original and addictive 'snewval sim' which, unfortunately, has some

anneving bits.

Sam And Max Hil Tha Road (93: Classic) US Gold – Adventure £45.99 Brilliantly eriginal, a highly humanrons jannt. Sim City Classic (70) Hii Squad – Stralegy £16.99

Still a great game but check eth 5tm City 2000 tiust.

#### Sim City Enhanced

(82: Recommended) Interplay - Strategy £49,99 Sun City's an excellent game but 50 quid is a bit steep fet a lew enhancements.

(45) Hit Sound - Platform Game £9.99

Phird-rate platfermer. Stay well away frem it. Space Hulk

(87: Recemmended) Electronic Arts - Strategy £39 99 Still a fremendous game, but net as geod as

The disk-based version,
Summer Challenge & Winter Challenge

(80: Recenimended) Accolede – Spert £19.99 Goed cempilation, great value.

(87. Recommended) US Gold - Strellegy/Arcade Gama 944.99

Not an original concept but extremely well implemented

The Rock 'n' Rall Years - The '50s (70) Supervisien - General Interest £24.99

Handy for 5n's niusir lovers et as a reference -but we dealtt if it'll get you rockin' rennd the

The Horde

(89: Recommended) Blue Byle – Strategy £39 99 A damn line, engrossing game.

Thantre Dt War

(70) Hil Squad – Stinlegy £12.99 Excellent stintegy game and it locks conf. tee.

(93: Classic) MicrePrese - Stretegy £44.99 Our Chris's faynurite, this is an incredibly suldictive subnegy game.

Wembley Rngby League (66) Andlegenin - Spert £29.99

This manages to be quite an improvement on previous rugby games.

Weifpack

(60) Optima – Strategy £29.99

Disappointingly average.

World Cnp Challenga 148) Winspert - Spert £29.95 Disappointing, absurdly RAM-hungry and limited in its playing life.

#### 1942: Pacific Ali Wai

(89: Recemmended) Micre Prese - Flight Sim £44.99 Two great games — Currier Builles and Tusk Force 1942 — in our parkage. It's a winner!

Al Quadim: The Cenfe's Curse (40) US Geld/SSI - Rele-Playing Game £35.99

The thinking antocha's bent 'em up Bninlime

(43) Max Design – Strategy £39.99 Hey, it's just like being there. Caal Soal

(80: Renemmendad) Yirgin Interactive Entertainment -Platform Game £29 99 Chaim and accessibility save II from being

strictly secretatios-up!

(64) Belhesda Seftworks - Shool 'Em Up £45.99 Very fast and prefly strucing to look at, but it won't keep you up into the alght.

Dinasani Detective Agency (42) Alternative Software – Platferm Game £16.99 Cheap - but that's ue reasen to he cheerful

Empire Saccer (57) Emalie - Sport £29.99

Let down by small viewing area, unintelligent player reactions and poor scinfling.

(50) New Era Seftware - Sport £29.99

Horse-racing fanatics tright ger samething out of it, but the experience will pall.

International Tennis Onen (88: Recommended) Philips Interactive Media Sport £44.99

Drlinitely the new jumper ene seed in the field of PC Jennis simulations.

Jack Nicklans (CB) (78) Accelade - Sport £16.99 A perfectly serviceable golf game with a good centre editor tacked ou. Wait for me while I

put my galfing shors on... Newsweek 3 Clobatop (CB) (0) Mindscapa – General Interest £39.99 The must expensive beer mat in the world,

(85: Recommended) Virgin Interactive Entertainment -Simulation £39.99 An eld idea made new with some interesting

(70) 21st Century Enterteinment – Pinball £19.99 Ner bad at all. There's plenty for pinball wizards to get their Hippers inte.

Skunghal II: Dragon'e Eye 188: Recemmended) Activisien – Przzie Gome £29.99 Puzzles galore la ilus excellent addition to the talbet mediocre tange of games cutrently available fer Windews.

Sherlock Helmes - The Case Of The Serrated

(48) Elentrenic Arts - Adventare £49.99 Plementary, my dear Walsen ... and that's the

Simon The Saucerer (CD)

(89: Recemmended) Adventnieseft UK Ltd — Adventnie £44.99

A tricky adventure jaunt boosted by excellent talkie bits.

Syndical e (CD)

(92: Classin) Electrenic Arts - Strategy £39.99 What a game, What a barg,

Tacilcal Mannger (75) Blenk Legand - Spert £34.99 An interesting little number with the edd

weakness, but several nice itleas.

Walls Di Bansa

(93: Classic) Electrenin Arts - Strategy £44.99 A highly inventive 'business' sun that's lun, lun, fun. Hip hip hootab for Bullfrog!

(74) Olgital İnlegrallen – Stralegy £16.99 Good, if thin, fun

World Cnp USA '94 (78) US Geld - Sport £32.99

Good features; difference of opinion ever the gameplay.

Zaal 2 (82: Recommended) Millenninm – Pletferm £34.99 As they say, if yen liked Zool, ynn'll love this.

#### Issue 16 - September 1994

Benanth A Siaal Sky (CD) (72) Virgin Interactive Entertainment — Adventure

£39.99 Cranic bookstyle adventure with excellently funny dialogue hni lacking any real depth.

(40) Impressiens - Wargame £39.99 A sluggish, unrealistic and bug-ridden attempt at a warganic willrout multy

redeeming leatures. FIFA International Soccer (70) Sectionic Arts - Sport £39.99

eeks and sennds great, but lacks gameplay. Harpoon II

(70) Electronic Arts - Simulation £44.99 Massive, embarrassingly serious sim. Superb detail, eccasionally nail-biting, always

Inhers! The Enrth - Quest For The Orb (72) US Geld - Adventure £39.99

A well-thingfit out gentle fittle brainteaser for these who fancy a 'seusible' game. International Sensible Saccet (78) Renegade – Spert £19 99 One of the best on the re, but still up no to

the Amiga versinu. Litil Divit (CD)

(88: Recommended) Gremlin Graphics - Adventure £34.99

Metal And Lace: The Battle DI Tha Rabo Babes (35) Megalech – Beal 'Em Up £39.99 Totally deveid of any entertainment raine

whatsoever. Dn The Ball (68) Ascon - Spert £34 99

Excellent, original and addictive

Toe many frills, net enough body. Dnipasi

184: Recemmended) Sierra On-Line - Strategy £49.99 A superb game. Addirtive if you've got the hardware, hell if ynn haven 1. Shadaw Di The Comel (CD) (88: Recemmended) Infegrames – Adventure £39.99

A worthwhile reworking of a great game, but still very idiosymmatic.

(30) Krisalis - Platform Game £29.99 If you want happening platform action, then hay semething else.

**7.0NF.** 125

# BUYERS' GUIDE



(Left) Simon The Sorcerer: at last, an adventure name with a sense of humotti – albeit a bit Pratchett-esque.

(35) Psygnosis - Arcade/Strategy £34 99 Below average imitation of an above-average

gamm. <mark>TIE Fighter</mark> (94: Clessin) Viugin Interactive Enterteinment – Spana Sim £49.99

Sheer, andiluted quality. Go ont and treat yourself to a copy

74 Warname Construction Set 2: Tanksl (90: Clessic) SSI – Wargame £39.99

Never ruled the so-log taoks - this is so-tons of solid, fire-belching wargamn. Absolutely brillian t

Battle Bngs

(65) Dynamix - Strategy £TBA

A battle game with bugs in it las opposed to a bugged battle game).

Dark Legiens (85: Recommended) SSI - Strategy £35.99

Wonderfully entertaining animations and gamm streams with hidden strategic dupt bs. Nelmdall 2

(45) Core - Adventure £39.99

Great game shame you can't play it.

(50) Time Warner - Adventure £49.99

It's the same old stery. Great graphics, but sadly lacking in gameplay,

IndyCar Raning Expansion Pank (94: Recommended) Virgin Interactive Enterteinment -Driving 917.99

These tracks are buttue than the eriginel Tranks (if you protond Phennix densit) exist). Ishat III: The Seven Gales Of Infinity (50) Simeris – Strategy £39.99

Sum up Ishur III in one word? Avoid. Simple as that. The worst of a bunch.

(65) Hil Squad - Adventure £14.99 Bargain? Maybe, Boring? Definitely.

Kick Off 3 (55) Anco — Sport 529.99

Nine features, but gameplay isn't up to much.

Manchester United Premier League Champians (60) Kriselis - Sport £29.99

Scust revisited (although not as good) with a

lot of leatines thrown in. Planel Football

(68) Inlogrames – Spert £39.99

The World Cup produced e rask of rush releases. This is not one of the bost. Palina Onasi IV - Open Season

(80: Recommended) Sierra On-Line - Adventure

Atmrespheric and very minitaining. A bir of a let down at the end, thengh.

Summer Challenga

(73) Hil Squad – Sport £12.99 Not a bad game by sports sim standards and easy to nheat at, but do yeu really want another sport sim?

Under A Killing Moon (CD)

US Gold - Adventure £59.99

Pigs can fly. Interactive intovies do exist. Sort

Wing Commandor: Armada

(76) Electronic Arts – Flight Sim £44.99 Lots of good ideas strick together brit somehow it doesn't hang quite right,

#### e 20 – November 1994

Allen Legacy

(80: Recommended) Sierra On-Line - Strategy Game 66.683

Space strategy thing which is a bit like Outpost without the pretty bits. Dannting at first, but n Itamately very rewarding. Chaos Engine

(80: Renommended) Reneande - Arcade £32.99 A damned good, multi-direction scrolling shooty thing with lots of big guns and silly

characters.
Colonization

(90: Classic) MicroProse - Strategy £44.99 Try to imagine Civilization with more depth and better graphics. Well done... you've just imagined Colonication.

(83: Recommended) Armolade - Arcade Game

Extremely compount Road Rash ago clo-off with levely digitised backdrops and big motor bikes.

Desert Strika (78) Gremlin – Arcade £34.99

Cenversion of the Mega Drive classic, Isomninic belinopier, blast 'em np game, The graphics are a bit crap but it's immensely

Daom II

(90: Classic) Virgin interantive - Arcade Game £49.99 The erguel to one of the best games over. New graphins, a new gun and brand new monstle wonsties, Miss it at your peril. Interno (CD)

(88: Recommended) Ocean - Space/Sim £44.99 Eagetly awalted game from DID. Lots of big speec ships and silly looking elinus. Our of the better space combat games.

(85: Recommended) Virgin - Simulation £39.99 Without a doubt the very best helicopter sim money man buy, Something for the prepellit hneds (yns, wn know you'th ont there)... NHL Hankey 95 (CD)

(91: Classin) EA – Sperte/Arrade £34.99
A new version of the top-down sntally, ine hockey game. Basically the same as the original [reviewed Issun seven] bill with new stars. PGA 486 (CD)

(91: Clessin) Elentrenic Arte - Sports £44.99 Gotgeons looking, solld playing, tasty little golf game. Onn of thi best on thi PP so fat. Pinhall Dreams CD

(70) 21el Centriy - Arcede £39.99 Eight wonderfally designed, smoethly sarolling pinball tables. Why's it on Co? 'Canse there are loss of peintless tendered bits, that's why. System Shack

(95: Classic) EA/Drigin - Rola-Playing Game £44.99 Pant-weitingly fentastic, cybripiink, nec thing. All hail Syston Shock, that shall be king hereafter fat least until System Shock II comes

Many in The Durk 2 CD

(93: Classin) Inlogramee - Adventute £44.99 A singural that is noticeably better than the original and comes with some serious co enhancements. What a tefreshing change.

(80: Recemmended) Emplie - Flight Sim £44.99 A gaugeous looking SVGA www flight sim with a bit of a different idea behind it... it's an interactive book, apparently.

(74) Empite – Role-Playing Game £44.99 Cyberpnink RPG with lots of violence and a

shagging ecenn that has now become in l'amous.

Ecstatica

(93: Classic) Psygnosis – Adventure £44.99 An interty brilllant Alone to the Dork-alike with ellipsoid-generated characters and lots of pert buttocks.

FISA CO (76) Electronic Arts - Sports £39.99

A smart-looking footy game that just falls short of being an absolute belier. Little Big Adventure

(93: Classic) Electronic Arts - Adventure Game

A truly amazing adventure with pretty graphics and woird french gameplay.

Gobsmacking. Magic Carpel

(96: Classic) Electronic Arts - Shoot 'Em Up £44.99 Bloody excellent shoot 'ent up -looks brilliant, totally addictive. A must-have

(76) Team 17 – Shool 'Em Up £19.99

A very competent and nicely low-priced little shoot 'cni np. Rise Of The Robots

(88: Renommended) Mitage — Beal 'Em Up £44.99 Possibly the best beat 'em up on the rc so far with some excellent rendited sprites.

(75) Minjoseft - Simnfalei £39.99

A lange simulation of man's quest for space that is just a little too ambitiens for its own. good.

Stat Crosader (60) Gametek – Sheot 'Em Up £39.99

Basically this is a poor man's Wing Commander with come nice on bits. Transpart Tycoon

(94: Classic) MicroProse - Strategy £44.99 One of the best strategy gemes around and a more than worthy sequel to Radmad Tyroon.

Tatal Carnage (74) ICE – Shoot 'Em Up £27.99

Good challenging fun and a more than competent nonversion of the original areade

#### issue 22 – January 1995

Anes DI The Deep

(90: Cleesic) Dynamix/Siarra - Navel Sim £39.99 Craphins, gameplay, snund and atmo combine to make this the best sub game available. All New Warld Of Lammings

(78) Digital Integration – Prizzle Game £39.99 If you like all the other Lemmings games, you'll like this one, too.

Armated Elsi (CD)

(86: Renemmended) US Geld/Novelegin - Simpletien

Commandie on wheels, Et. tracks, You know what ive mean. Creature Shock

(78) Virgin – Adventure Game £49.99

An engrossing, atmospheric 3B adventure game. Genat graphics, absorbling levils, but lonsy son ndtrack.

(55) SCI - Arcade Adventure £49.99 It lnoks amazing. The gameplay isn't.

(88: Recommended) Mindscane - 8PG 544.99 Love it for its brains, not for its looks.

Discworld (96: Classic) Psygnosis - Adventure Game £49.99

Discourld is possibly the best point-and-click adventure game ever made.

Front Paga Sports Baseball

(85: Recemmended) Sizria – Sport £44.99 It takes all the best bits from all the best gamns and ands up baing the best. Kilk 'a' Play

(88: Renommended) Eurepiess - Game Designer lei Windows £39.99

Neat intuitive, and loads of fun.

Nevaslarm (40) Psygnosis – Shoot 'Em Up £44.99 Repeat ad nanseam: Pretty graphics doth not a gante titake."

Power Drive

(50) US Geld - Rering Gema £39.99

Knock off 3n wholn points lut no two-player mode, Sod off Power Drive.

Dnarantino (80: Recommended) Gametek - Shoot 'Em Up

An excellent blast and it looks good, too. Rolribution (45) Gremlin Interactive - Shoot 'Em Up £39.99

Not only is it a below average shoot 'em up, it has pretensions too. US Navy Fighters

(90: Classic) Electronic Arts - Flight Sim £44.99 If it had a multi-player facility, we would've given it 100 8nt it hasn't, so we won't.

(75) interpley - Strategy £39.99

Good, simple, addictive strategy game.

Alone in The Bark 3

(95: Clessic) infogrames - Advanture £44.99 The mega-stonkingly weird and wonderful Final chapter in the Alone in The Dark trilogy.

Gannon Eoddet 2

(74) Virgin Interactive - Arcade/Strategy £34.99 Just more ni the same, ni is Cannon Fodder 2 a significani improvement? Sensible reinrus with more 'fun with a gun'.

Commander Blaad

(81: Renemmended) Mindscape – Adventure Geme

It's French, and guess what? It's weitd. Very weitd. We try not to gnt at thum for it... but this is inst plain mad.

(80: Recemmended) Interplay - Adventura/Shoot '£m No £49.99

A nontender for the 'Best-looking game of 1994' award Tastier than treacte pudding with lashings of thick custaid, and almost certainly better than Rebd Assault.

(81: Recommended) Mindscape - Adventure £44.99 Cryo's epic multi-co graphic adventure finelly attives. Is it just mere French weirdness or is il actually a decent game? Nammer DI The Gads

(77) US Gold - Stralegy ETBA

Nordic domination and general Enro-bashing in this simple but eddictivn ettalegy wet sim Iront New World Computing.

Kyrandla 3 (87: Renemmended) Virgin – Adventure £44.99 Westwood's Fables and Flends series makes it to

namber three, and this tima you gat to play the bad gny!

Llan Kind (71) Virgin – Pietform Gama £29.99

The smash-hit movie turns into a reasonable-ish platternt game, PC Zone good tip number one fin a series of...) - instructed yout PC Is a

**NASCAR Banino** 

(84; Recemmended) Virgin – Rening Sim £44.99 Papyrns follows up findyCar with Thin popular American sport of driving tound and round in citcles, Noctranalis

(79) Electronic Arts - Adventure £44.99 For a change EA goes all weird, gothic and hottific in this nansnal super-hero edventure.

Illimate Bady Blows (78) Team 17 - Beal 'Em Up £29.99 An Antiga conversion from Team 17, But don't be pnt off by that - It's actually quite good

(40) Interplay - Adventure £39.99 (ed) interpret - november 3.39.39 Not es pervy as yon might think. Yes, there are suspenders and brassietes in It, but den't buy it hoping for mudity at neughtiness 'cos yon won't find any Jer well, not much, at least not enough to satisfy thu main staff on PC Zone).

Wing Commandet III (62) Electronin Arts – filighi Simulatien £59.99 For t million dollars, linke Skywalket end a well-known porn actress - a potentially interesting situation, if ever there was one.

1995 14 - Marcii 1995

(70) Virgin - Arcade £29.99 He leaps tall buildings, cuts through baddies with his scimitar and wears pointy slippers. He's Aladdin - who else?

Dark Enrees (95: Classic) LucasArts/Virgin - Action Adventure £54,99

The empire is finally Doom-ed, but is it better than the teal thing? We bring you the first review of the game everyone's liching to get their bands on, in a special world exclusive.

con Hesy of LocasArts and Virgin.

Doom Clonos: Read To Head

(55) Merit – Action Adventure £39.99

Wr put Metit's Dr Radlokt up against filite's Virtuoso and ton for cover (well, Doom, actually). Hell: A Cyborpmak Theillot (25) Gamelek – Adventure £39.99

It is: It Isn't. If it's really this bad then start praying for forgiveness introductely.

Kick DII 3: European Challenge

(70) Anco - Sport £29.99 The last Kick Off was an absolute nightmate. Has Anco finally got it together in Enrope? King's Quest VII

(93: Classin) Sierre - Adventure £44.99.

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(Right) IndyCar Racing: great graphics and playability make this the best ever driving game.

(Far r)ght) Sam & Max: The clue's Inside the cat. Rip Its head off! (Sick, or what?)





### Knights Of Xontar

(10) Megalech - Adventure £49.99

A plentiful lack of bear 'em up agrion strides alo the rc. courtasy of Megalech. Ourlil

Menzobernizan (68) Mindscape – Role-Playing Game £TBA Noi a tasty luzaage Thai promises to clear your stuffy buse and southa your sorn throat, but a rather ordinary roll-playing game.

# Metalloch: Earthslega (87: Recommonded) Sierra – Simulation £39.99

Go stomping mad in this spectacular HERC-feet. Just one thing though, why have extravagent HERCS that walk when the ferrain is flat?

# Rnalms Of Arkania: Star Trall (85: Recommended) US Gold - RPG £44,99

The sequel to the kæenly recalved Blode Of Destiny flually makes it onto go-nom. Hip, hip... SuperKarts

### (82: Recommended) Virgin - Action £TBA

The most fua you can have with your burn an inch off the ground, what wearing a crash helmet and alad in brightly-coloured leather.

# TTE Fighter: Definider Of Thin Empire (73) LineasArts — Spaca/Action E19.99

Two new missions and a new ship. What ever will they thiak of a ext?

# Wiags Of Glory (78) Electronic Arts — Flight Sim ETBA

Chocks away as Origia reach for the skies to do battle with the Hun, dustardly abaps with taahas aad every other WWI flight sim ever

### Issue 25 - April 1995

(62) Core Design - Racing Sim £34.99

Bast described as a kind of Churk Rock meats Super Mario Kurt, Unfortunately, the classi of these two maga-gamas hasn't praven to be that good. Oups.

### Blo Red Adventuri

(70) Core Design - Advanture £39.99

This is tha fullow up to Nippeo Safes... arrgh, keep It away! Hough on a minute, though, Blg Red Adventure looks like it could be quite good.

(95: Classic) Electronic Arts - Action Adventure £44.99 Is this the first 'real' intaractive movie? Or is it just another game that luoks like Alone in The Dark?

(94: Classic) Interntay - 30 Shoot 'Em Un £44.99. Could this ha the game to finally knock Doom off the top spot? The fabulous 3b game from Interplay arrivas at last.

(78) iD/Rayen - 3D Shoot 'Em Up £39 99.

Doon-in-tights.' Cau a fighting failtasy version of the greatest game of all tiate, ever, ever, really be better? Er, no.

### Man Gesaatt

(57) Virgin – 3D Shool 'Em Up £34.99

A distinctly average 'big tobot' game joins the ranks of other distinctly overage 'big rollor' gamas on the PC.

### (65) Mindscape - Strategy Wargame £34.99

This is definitely one for the Hex-heads, this is. It's intense, ludicrously strategie and it runs under Windows, Eck

### Lost Eden

(76) Virgin - Artventure 934.99

Cryo's dinosaur game finally arrives a year after if was unveiled. It's a bit like Jarassi Park

### MSUE ZO - May 1995

### Atarl Action Pack

(50) Activision - VCS Atari Compilation £24.99 This aumpilation inalides loss of really ancient Activision Atari VCS games, all for Windows and all on one co. So when's it like? Wall, it's like a rima maahi'ue thar takes you samawhera a bit arapl

### (78) Mindscape - Adventure £44.99

Yel another Duom cluua - but not a bad our by any maans - from tha faam that brought us both Heretle and Shadaweaster.

Football Glory (60) Kompart – Sports ETBA

1): When is Sensible Soccer not really Sensible

A: When it's a not-quite-so-good appy called Football Glory.

### Guilty

(58) Psygnosis -- Adventure £39.99 Sequel-ola, Gailty is tha follow up to the awful Innocent Until Caught, and it's significantly better, but still not brilliant.

Jungle Strike (79) Cremiin - Sheel 'Em Up £39.99

Another sequal.. This tiara, the saquel to Desert Strika. But this shoot 'em ap is biggar more varied and harder than the original. Not had at all.

### NBA Live

(90: Classic) Electronic Arts - Sport E44.99

EA Sports awakeas li oar a period of dormanry with this absolutely an king basketball areadogama – the best of its type around. Roneoado

### (75) SSI - Space Sim E44.99

SSI's TIF Fighter/Wing Commander wannabe in glorious SVGA. A sarprisingly playable spana warfare game.

### Rise DI The Triad

(82: Classic) US Gold and PD Selections - Adventure 939.95

Some love it and some hate it... but of the Doon-alikes, this is one of the best

# Super Freg (40) Team 17 — Platform E19 99

A platform gama with a frog in it., Ub-bab. Okay.

### Tank Commandni

(00) Demark - Simulation £39.99

A budget-styla rank game at full price. If you've got more money than sense, you'll really luve in

### Woodruff and the Schnibble of Azimulh

(75) Sierra - Adventure 939.99

A weird adventure gama from Sierra. A woaderfully daceptive advaatma with comic-

(94 Classic) MicroProse — Shalegy £44.99 The first X-COM was absolutely brilliant. This segual is aven better still.

### Blind Bate

Hardhall 4

(25) Domark – Adventure E39.99

Chris had a jolly splendid tinn reviewing last month's 'infernative-try-to-gat-laid-simulator'. What will the softies come up with naxt?

# Fnii Turottin (92: Classic) LucasArts/Virgin – Adventura £49.99 Hooray for LucasArts adventures. Big, rough guy biker stuff this tima. Splendid.

Flight Of The Amnzon Oncen (50) Warner Interactive - Adventure £39.99 This tries desperately to be a farchsArts adven-ture from fails quite misarably. Sorry, it's uaff.

### (83: Recommended) Accolade/Warner - Arcade/ Sports E39.99

Returning May's theme of 'sequirls', Warner Juleraative brings us the fourth Hordhall. Suraly Waruar have to call it quits now?

### High Seas Trader (62) Impressions - Strategy/Simulation Game

Affeationately referred to as 'High Straat. Tradar' ju tha PC Zone office, this is the lates

### strategy offaring from Impressions. Mingle Carpet: Hidden Worlds (80: Recommonded) Bulling - Arcade/Stralegy

119 99

A soil of add-outhingy for Magn Carpat with lots of snow. The mouble is through, It's aompleiely aud uttarly, stujúdly, hluody hard. Pyroleclmica

### (69) Psygnosis - 3D Shoot 'Em Up £29.99

A vary poor Descent-wannabe from Psygnosis. Furraugiely though, it's considerably theaper. Psycho PinbnR

### (78) Codemasters - Arcade E44 99

Piuball from Codamastars. Some uiaa tables Sour nice musia, Sortad.

### Silpstream 5000

(BB: Recommended) Gramlin Interactive - Arcade/ Shoot 'Em Uo 939.99

Slipsnaam is a three-dimensional-fabby-whizzo racing/shooting/speady thing from Gremlin. Splendid stuff, and battar than boring, ram-of-

The artiff racing games.

Star Trok: TNG - "A Float Dalty"
(94: Classic) MicroProse - Adventure E49.99 Yes, it may have a ridiculously long title, but this is, without a doabt, the best game to bear The Stor Trek name so far.

### Super Streetfighter II Turbo

(90: Classic) Gametek - Bnat 'Fm Un F39.99 SSFII Turbo is one of the best areada coaversinas ever seaa oa the rd

(78) Mindscape - Naval/Strategy £44.99 Silly name but a dama fia e naval strategy game. Lovely graphies and splandid on bits. Virtua Chess

(85: Recommanded) Tilus — Stralegy E44.99 Suazzy 3D syga chess thingy from Titus, France. This one's different looking and with a ninia hastard brainbox

(85: Recommended) Mindscape - Beat 'Em Up £39.99

What, yet aanthar beat 'em 1197 Anyone would think (bare's a shortaga of 'em or something

### issua Zis – Jilly 1995

(6B) US Gold - Board Game £39.99

Sel in the early years of Americaa colouisation, a surt of Rathoud Tyroot arrets Risk. Striatly for Those of trainsportal parsansing.

Alex Dampiar Pro Hockoy (66) Meiil Soltware – Sports Sim £39.95

laa hoakey sim with HIA-styla viawpoiat, bat impossible control systam, and comas no where maar NIII. Horkey '95.

### Aliea Breed: Tower Assantt

(BI) Team 17 - Shoot 'Em Un F29.99 The sequel to Allen Breed, but superior to the PC version of the original. Great graphias and

freuziad, addictive shooty artlan. Brett Hull Hockey 195

### (73) Accolade/Warner - Sports Simulation £39.99 Top-down ice hockey game, which doasn't

matah the kiug of iae hockey slms, NH. Hockey '95, but battars Alex Damplir Pro Hockey '95. Chans Control (40) Philips/Inlogrames - Shool 'Em Up £39,99

Uubalirvably larribla futuristra PMV shoot 'am up that was passalila on co-l, but should never have seen the light of day ou pc.

# Command & Coaquin (95: Classic) Virgin — Stralegy Adventure Game

€44.99 Duna 3 maeis Camion Fuddei in this brilliant

### gama of soldiers. It's without doubt one of the frest of its genta around right now. **Baedalus Encounter**

(58) Virgin – Adventure £44.95 Interactive proving game that fails to make the grade — and, for what it's worth, stars Tia Carrere, the babe from Wagaa's World.

(42) US Gold - Strategy Game £39.99

Fantasy bartle game with good graphias and comprehensiva intarface but lacking that vital

### ingrediant - ganteplay.

FronUer: First Encounters (78) Gamelek — Space Strategy Simulation £39.99 Disappointing enhanced version of Elite II, whiab is also buggad to jiggery.

Jaggod Allipaco (72) Mindscape – Stralegy Game £39.99 Risk ureals Symboole in this strategy battla jaunt. It's not groundbreaking or particularly ariginal but quita gaod han all the same

### (35) BMG Intaractive - Shoot 'Em Up £34.99 Dreadful FMV shoul 'em tip not worth tha paper lis mauual was priuled ou,

Machiavalli The Priace (89) MicroProse - Strategy Game £44.99 Colonlintion-style sim paaked with political intrigua, assassinations, plagues, pirates and a uniqua play by e-mail feature.

Man Vid: The Double (71) Krisalis – Sports Sim E29.99

The best Manchester Haited game yet, bar it's still and a patch on the exactlent Sensible Socrets of this world.

Sim 1ower (70) Maxis - Strategy Game £39.99

Basically Sim City viewed from the side with the emphasis on tower blocks, but and as addictive – and the prasaalation is dire.

### Virtnal Pool

(91: Classic) interplay - Sports Sim E44.99 Superb gamaplay and 3D graphics, aompleta with a malti-player network option. This is about as close to a real gama of pool as you can possibly grt.

### nago 29 - Augusi 1995

(B3: Recommended) Empire - Strategy Game E44.99 The sequel to Fields Of Glory, and fully trice it. lonks Lao.

### FX Fightors

(93: Classic) Philips/GTÉ – Beat 'Em Up £39.99 Tha alosest thing to Virtua Fighter on the ec, and by Gir Ha best baat 'em ap you aan bay. Hi-Octana

(83: Recommended) Bullfrog/Electronic Arts - Racing Game £39 99 Bullfrog surprises everyone by ralaasing a racing gama, and sarprises evaryone avan afore by an saying anything about it until it's neatly finished. Hmm.

Micro Machines 2 (92: Classic) Codemasters – Racing Game £44.99 A brilliant, simple and effeative racing gama with a rathar nifty little track designer throwa in for good measure.

# Orloa Coaspiracy (36) Domark — Advanture Gama £39 99

Perfect General 2

Dumark unveils what has to be the worst-saripted acomputer game ever courcived.

(82: Recommended) Mirage Software – Strallegy Wargame £44.99

### Hax-Lastic strategy game fur Thosa of you whu

really like your wargames forense.

Picture Perfect Golf
(30) Empire – Sports SIm E44.99

### Priffy bloody naff. But hay, If you want ro

look at uiaa, digitised pictures of a golf course, this is well worth the dush Prisoner Of Ice (88. Recommended) Inlogrames – Advealure £44.99 The saacood in the Chulhu range – and it's a

# stonker of a point-and-cliak adventure. Scottish Opnn Goll

(00) Core Design - Sports Sim F39.99 ora Design Finally releases its 3n victual gulf thing. There are some okay bits and some prefly nob bits. Bufortunately, it's tha nob

## bits that win through.

Striker 95

Silverland (7) Millennium/Psygnosis – Adventuro Game £39.99 Millannium and Psygnosis Irani up to produce au adveuture which is truly...quite awful.

### (62) Time Warner - Sports Sim £34.99

A football game that looks really lab and groovy, but doesn't quite cut it in the gameplay stakes.

Ultimote Boom (90: Classic) GT lateractive - Shoot 'Em Up £29.99

### Tha original Doom re-packaged with an extra episode. Is it another classic or just a coinssal rip-off?

(89: Recommended) Warner Interactive - Interactiva

Movie £39.99 It's an Iulaiartiva movie. No, it's a gama. It's au iujaraajiye moyie. No, ii's a gama, Arighii!!!

### Across the Rhims

(88: Recommended) MicroProse - Stralegy £44 99 If you're a propallor haad you'll think it's the dog's gouads, ll' yaa're a bit of a Hricky, you'll still like it, ouae you work your way through the laborinus manual, that is,

# YERS' GUIDE



(Left) Theme Park: Sim City eat your heart out.

### Action Soccer

### (50) Ublseft - Eoolball Sim £34.99

It had potential, but ultimately Action Soccer seems to have been relegated to the ranks of another crap footie game'.

### Air Power

(84: Racommeeded) Mindscape - Elight Sim £44 99 Rowan teams up with Mandscape and chacks in all the best bits from its other flight sims, to make up a surt of fantasy strategy game. which is really pretty groovy.

(80: Recommended) Infogrames - Business Sim £44.99 A business sim for people who love trains. (Yee gods! What next?)

Dungeon Mester 2 (59) Interplay – Role Playleg Game £44.99

It came out late and it wasn't worth the wast. Disappointingly out-dated end old-fashioned. Last Uvnasty

### (45) Sierra - Space Combal Sim £44.99

A good Windows-based adventure game, which is completely ruited by crap combat sections Lords Of Midnight

### (60) Domark - Adventnre £44.99

Another very old game that's been given the sequel treatment - out reviewer said it wa the biggest let-down since that leak in his iuflatable Claire Rayner.

### SIm Town

(81: Recommended) MaxIs - Simulation £29.99 Pun aud edneational in equal measures. But even benen, vou can make neople say rude things when they're pissed off, Simoe The Sarcerer 2

### (84: Recommended) Adventure Soft (UK) - Adventure Game £44.99

Simon returns with DMs and long hair. Even though Chris Barrie hasn't doue the voice this time, it's still a bloody good talkie adventure.

### (70) Sierra - Advantera Game £44.99

Trite adveolure completely devoid of humonr. Space Quest fans will love it!

### elocity

(80: Renommended) US Gold - Shoot 'Em Up £44.99 A very good 3D engine, wearing a pair of tather unoriginal and unaddictive 'game-play

### US Mariee Fighlers

(92: Classic) Electronic Arts - Flight Sim £19.99. (As classic) testibliant. The only thing that prevented us giving L/S Marine Fighters 100 per cent was the lack of a network farility.

### 15506 31 - October 1995

### EE2000

(97; Classic) Onean/DID - Flight Sim £49.99 Something for everyone. The best balance between slimulator and game, ever.

### Fade To Bleck

(94: Classin) Electronic Arts - Arcade Adventure £44.99 A corking follow up to Flashback, with lots of spiuny-aroundy polygon bils, motphing monsties and big guns.

### The Need For Speed

(89: Recommended) Electroein Arts - Racing £44 99 There's no need to buy a 300 now this has made it to the PC! This sits somewhere between Screamer and the fortheoming FIGP2. We love the splendid crashes

### Apache Longbow (96: Classin) Digital Integration - Sim £39.99

The best helicopter sim around; although Community looks better, nothing comes close to tuatching the mixture of spot on handling, Lactics, networking and atmusphere.

# Barriod in Time (77) US Gold – Interantive Movie £44.99

(17) Os com = interantive move 144.55 The segnel to The Journeyman Project is a tad too lengthy; technically it's great but it's tacking the elements of truly enjoyable gameplay.

MechWarriol 2

### (88. Recommended) Activision - Board Game £49,99 Mayheml Go on a stomplug frenzy eneased in a massive armonr-plated robot body. Good, hard-hitting firm with plenty of missions and a

### Rinson Away

good difficulty curve.

(19) Instant Access - Interactive Movio £39.99 A pretty crap game of a pretty crap film.

### **Dyberbykes**

### (10) Gametek - Shoot 'Em Up £24.99

It came, it saw, it sucked, Ideal as a present for someone you don't like. Lemmings 3D

### (71) Psygnosis - Puzzia Game £39.99

We've seen it all before; all that's new is that it's now from a different angle. Yawn.

### Player Maeager 2 (45) Anca - Sport £34.99

Visually stunted, it's difficult to control the ball. What else? Oh, it's one to avoid. Championship Manager 2

(92: Classic) Domark – Sport £44.99 (TBC) Every other football management game is just that - a game - but this one actually becomes 'teal life'.

### Issue 32 - November 1995

Al Unser Ji Racing (60) Mindscape – Racing Game £29.99

It has all the features you'd expect from a racing game but ultimately it's fun for only a limited time.

### (93: Classin) Virgle - Strategy £39.99

More than just another space-based strategy game, this bas got all the best bits of every gud/strategy/warfare game available. A word of warning though, get stuck into this and you can say goodbye to your social life,

### Ballle Beast (68) 7th Level - Beal 'Em Un £29.99

A curtoon bear 'em up with excellent animation, cut seenes and special effects – but that's It. Shame, 'cos it looks great, but as fur

# gameplay – forget it. Bure:Cycle

E39.99

(85: Recommended) Philips - Interactive Adventure €44.99

One of the best interactive adventures we seen; good pacing, sharp plut and plenty of variety comblue to make it outstanding.

### Crime Patrol & Gamegun (70) American Laser Games/Mirage - Shoot 'Em Up

It wou't take you long to exhaust the fim factor of Crime Patrol, but the guu is compatible with some other games and as a bundled package it's really not had value.

### (62) Psygnosis - Shool 'Em Up £39.99

Medione 30 blast 'em up with nice smuoth polygons and lots to shoot at, but apart from hat not much mure.

### Eatal Racleg

(88: Recommeeded) Gramlin Interactive - Racing

Ridge Racer meets Stunt Car Roeer., as long as

# you've got a Peutium, of course. Magic Carpel 2 (92: Glassin) Electronic Arts - Shool 'Em Up £44.99

It sent on reviewer into a frenzyl The classic game is now even better, with new monsters and a new graphical style which includes seary night-time bits - totally addictive.

### (90: Classin) Electronic Arts - Sport £44.99

This uses Electrouic Art's new Virtual Stadium' technology lused to great effect in FIFA Somer tu make it look so flash). Definitely one of the uicest-looking sports games we've reviewed for ages. PGA Tom 96

(94: Classic) Electronin Aris - Sport £44.99

New and improved! Now Includes two new Champiouship courses, you can play 45 or ogainst 14 actual photo-realistic pres, there's a new picture-in-picture view... ueed we go ou? The best golf game just got hetter.
Pittal: The Mayan Adventure

### (70) Anthrision - Platform £44.99

Conversion of the ancient Atari ves platform game; nothing particularly special bill still fairly addictive

### Primal Bage

(82: Recommended) Time Warner Interactive -Beal 'Em Up £39.99

Jurussic Furk for psychopaths - yep, dinosaurs a-plenty, good gameplay and graphics. Should appeal to Mortal Kombat or Street Fighter fans.

### Issue 33 - December 1985

### Allen Ddyssey

(77) Philips - Space Adventure Game £44.99 A soit of cross between Bloforge and Cyberia, with the odd Star Wars reference thrown iu;

### overall a picity adventure which plods a bit. Battle Isle 3: Shadow Of The Emperor (93: Classic) Blue Byte - Stralegy £45.99

The third and possibly final instalment of one of the must highly respected strategy games of all time. Certainly worth checking out if you like yoni strategy futuristie, Comanche Vs Werewoll

### (68: Recommeeded) Novalogic/ US Gold - Helineplei Flight Sim £39.99

The sequel takes the original game and chneks in a completely new one as well for good measure. Maybe not the best belicopiet flight sim around, but it still has plenty to recommend it.

(91: Classin) Electronin Arts - Biasi 'Em Up £49.99 Action, adventure, people getting their heads blown nff - bloody excellent.

Destruction Dorby (90: Classic) Sony Interantive – Racing Game £44.99 The PlayStation game where you can smash yourself and uthers to pieces comes to the en,., Plenty of network optious, five different ways to play, superb graphies - need we say more?

# (84: Recommended) Electronic Arts - Sport £44.99

If you already own last year's FIFA and you quite like it, it's worth buying this one. But if you want a simple and easy to control system look elsewhere. Martal Kombal 3

(90: Classic) GT Interactive - Beal 'Em Up £44.99 This is the best two-dimensional beat 'em up you'll find anywhere right now. Make damn snre you enjoy it while it lasts. Navy Strike

### (90: Classic) Emplie Interantive - Naval Simulation

Actually two games in one: a flight sim and a military command sim. In it you pilot a jet fighter in the futnre —you'll find that once the atmosphere kicks in you're hooked.

# Phoniasmagoria (50) Sierra – Adventure £49.99

Without doubt a brave effort (spanning seveo cost) but sadly the interactive part is a bit ambitious. It louks good but that's about it.

### (61) Gamelak - Orlying Game £39,99

The sequel to Quarantine is unfortunately nothing to write home about, despite the good graphics.

### Screame:

(89: Recommended) VIE - Driving Game £29.99 Stunning looking super speedy areade (ace) with six different tracks, six different ears (manual or auto) and three different skill levels. Very arcadey indeed.

(84: Renommended) Onean - Stralagy £34.99. Worms is what you get if you cross Lemmings with Cannon Fodder. Four people can play at once, there's lots of weapous and features, and the levels are generated afresh each time you play – good fun. Wilchaven

### (88: Recommeeded) US Gold - Arcade/Rois-Playing

Witcheven is packed with lots of spells and potions to play with, the usual network/ modern options, triggers and traps, impressive graphical effects - and if you're looking for gore you've found it. Sick, twisted and violent we like It.

### tesos 34 – January 1996

(92: Classic) Gremtin Interactive - Sport ETBC Ranking alongside Command & Conquer as the office favourite at the moment, this is eumently the best footle game on the PC Hanks to excellent gameplay and a fantastie 3D polygonised pitch arrangement - sorry HFA and Sensi, but you'll have to step aside.

# Enlaworph (78) Mindscape – Role-Playing Game £44.99

If you've already got a copy of Ultimo VII and fancy something similar lu style, Enlomorph is worth e look. It's got a fairly engrossing storyline, although the presentation is somewhat laeklustre.

### Flahter Decl

### (65) Philips Media - Flight Sim £39.99

There's very little to say about this game esthere's actually very little to it - dou't expect it to keep you rivetted to the screen; even what little scenery there is is dull. FI Grand Prix Macager

# (85: Recommended) MicroProse - Rening Game

One of the most imaginative management simulations around – certainly the best Grand Prix one available, but then it's the only one.

### Through The Eyes Of The Monsier

(79) Interplay – Adventure £44.99 Starring Tim Curry, this is an excellent gothic adventure. The puzzles are eballenging, the storyline is deverly structured, the visuals are sumptuons, but sadly it's hampered by a dodgy interface which makes it difficult to navigate your way through the locations.

### (90: Classin) Papyrus/Virgle - Ranleg £34.99

Polygoutastic with absolutely glorious syga graphics. If you already own IndyCa11, hold out for FIGF2 instead. But if you don't, buy this one. Oh, but if we're really honest here, you ought to try to afford FIGP2 as well.

### Mortal Coll (50) Vin Tokel/Virgin - Strategic Shoot 'Em blo

Is this yet another Doom clone? It basically involves loads of shooting everything you see from a 3D perspective. A great idea on paper, but it's let down by poor graphics and voiceovers (even with the dibious ralents of Dani Behr) – you may well prefer Hexen. Pleball World

(77) 21si Century Entertainmeni – Pinbali Game £44.99 For some reason there seems to be more pinball and footie games coming out than you

could possibly want, and although you've got a choice of table layouts (which you don't

# really need anyway) it doesn't really offer anything markedly different.

### Pro Pinhall: The Web (90: Classic) Empire lei eractive - Pinbali Game €34 99

Don't discount this game simply because it only features one table - it's positively packed with features, you can see the table in its entirely or from six different viewpoints, it's realistic (you can undge the table from either side as well as the boitom), and it's got a lotally stonking soundtrack.

### (90: Classic) LucasArts/VIE - Shoot 'Em Up

£49.99 If you can't see what all the fuss about Star

Wors is about or you didn't like the original Rebd Assoult, chances are you won't like this une. On the other hand, if you're a die-hard Empire/Rebel fau and speud your nights reenacting seemes between Luke Skywalker and Daith Vadet, you'll love it. Of course solid action, 'teal' live action bits, bloody gorgeous graphics and a corking storyline go some way to recommend it as well

### Sonsible World Of Specer (60) Warner Interactive - Sport £39.99

We waited a long time for this one. It's got some management bils, some nlee reudered cut-scenes and commentary, but it's still not patch ou Actus Soccer.

### Slanekeep (76) Interplay - Role-Playing Game

It looks a blt dated (mainly because It's flickscreen), but in its favoni li has a niee, easy to handle control method, a wide vallety of levels to keep you interested and a very thoughtful experience system which allows your character(s) to become more skilled with their weapons the more they use them.

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(Right) Alone in the Dark 3: More Carnby, cobwebs, murder, mystery and mayhem.

(Far right) Command & Conquer. A case of Cannon Fodder meets Dune 2.





### Su27 Flanker

(95: Classic) Mindscape - Flight Sim £44.99

Developed by Russian pilots, this is all about one of the scariest aircraft ever built, It's no lightweight 'hop in and pole around the sky' type product, but unfortunately it's let down by a lack of network or serial link multi-play facility. If you want a comparison it's better than EF2000, MIC/29 and Tomudo.

(87: Recommended) LucasArts/VIE -- Adventure £44.99 Another offering touched by the hand of Spielberg. It's a proper adventure with a proper story, a cut above your usual sci-fi dventure stuff. And it's got great music.

t80: Recommended) Virgin Interactive - Pinball £TBC You get six tables to choose from (including Monster, Funfair, Gangster, Sci-bi, Myst and Majik). It doesn't have the depth of the single table in The Web, but it's good all the same. ns ôrcade Classics

(90: Classic) GT Interactive - Various £29.99 Worth buying for an arcade-perfect version of Defender alone, this '80s compilation also includes Robotron 2084, Stargate Defender 2, Joust, Bubbles and Statstor. The graphics obviously aren't too hot given the age of the titles, but don't hold that against it.

### (78) Sony Interactive - Racing £44.99

Winging its way directly from the PlayStation. this game of anti-gravity racing with floating cars seems to have lost something in the conversion; play it on anything other than a Pentium and you can kiss the PC version's smoothness and graphical details goodbye. Top marks for the brilliant soundtrack though.

### **Battleground Ardenne**

(84: Recommended) Empire Interactive - Wargame £40 (TBC)

One for the serious strategy heads among you - hex-wargaming finally gets updated for the '90s. (NB: You'll need Windows 95 to play it.) Beavis and Butt-head

(87: Recommended) Viacom New Media - Point-andclick Adventure £39.99

Fans of the gruesome twosome will love this game (but avoid It if you're not as It's unlikely to appeal), Plenty of puzzle solving and a bilarious script – it's like being in control of your very own Beards and Butt-head episode Extreme Pinball

(65) Electronic Arts - Pinball Game £39.99

So what did our reviewer make of the 'proper version of Fpic Pinholl? He had one word for it: "Assarriggghh!" If you're after a top quality pinball game, buy Pro Pinball: The Web instead. Quesi For Fame

(80: Recommended) IBM - Music RPG £49.95 Air guitar rules! Pick up the plastic plectrum and join Aerosmith for a riff extravaganza as you try to make it from unknown musician to mega rock 'n' roll star - if you succeed you get to play with the hand themselves? Terminator: Future Shock

(85: Recommended) WE- Strategic Sheet 'Em Up £39.99 The third title in the Terminator series, this has plenty of action and atmosphere, as well as one of the best 30 engines around. The I till House

(67) Trilobyte/VIE – Adventure/Puzzle Game £TBC

The sequel to The 7th Guest has been a long time coming - unfortunately it wasn't really worth the wait. It's not much different either, apart from the addition of a 'treasure hunt' challenge. But then if you welly, really like puzzles you may find it pretty playable, The Hive

(78) Funsoft UK - Shoot 'Fm Up £39.99

A pre-rendered blastathon which is a bit like Rebel Assault, only without the good hits. This Means War!

(89: Recommended) MicroProse - Strategy Wargame 944.99

Strategy, action and lots of futuristic stuff, a sort of Command & Conquer meets Transport Tycoon. It's slower than C&C, but addictive once you've got to grips with all the options.

### Virtua Fighter Remix

(89. Recommended) Sega/Datronlech - Beal 'Em Up Evaries, bundled with Diamond Edge graphics card Bloody stunning visuals with excellent detail on the players - but in the gameplay stakes it doesn't quite match up to Mortal Rombat 3 or StrestFighter II Turbo.

### Virtual Karts

(71) MicroProse - Arcade Racing Game £TBC MicroProse have cleverly applied the word 'virtual' to the title - but don't ask why, 'cos the karts don't bandle like karts and the hires graphics are jerk-tastic. William Shatner's TokWar

(58) Capstone/US Gold - Shoot 'Em Up £39.99 A Doom clone we reckon you could probably quite happily live without,.. (Sorry Will) Wing Commander IV

(85: Recommended) Orlain/Electronic Arts - Space Combal Sim £TBC

The filmed sequences apparently cost over eight million dollars - and It shows, they really are impressive. Unfortunately though. despite a genuinely interesting plot, a strong storyline and the fact that WCIV is the most cinematic gaming experience you'll find, the gameplay's seriously lacking. You'll also need a mighty meaty PC to play it on.

### (usuc 36 - march 1996

### Absolute Zeru

(70) Domark - Space Shool 'Em Up £39.99

Don't even consider attempting Absolute Zero unless your PC's got a serious amount of spare hard disk space - our reviewer found that it needed 20MB just to have the menu running at optimum performance? It's a bit of a shame really, as it could have been an entertaining variation on the Wing Commander/Fitte genre; lt's got loads of ground-based missions, various different characters, fairly complex mission objectives, SVGA spaceships, alien monsties, a big plot twist... but it's also got bland scenery and a disappointing frame rate. To sum un. it's Wing Communder on the rocks.

(90: Classic) MicroProse - Strategy £44.99

This is basically an enhanced version of the first game, but this time round the combat's been tightened up and plenty of new units and advances have been added, as well as 'hit points' – even die-bard fans of the original will find that there's a lot to learn. Of course the higgest difference is that Civ 2 is completely 3D – although moving up a perspective can make things a bit cluttered and hard to follow at times, especially if you use the option to have multiple windows open at once. (Na: Windows 95 or 3.1 with WinG required.)

Firestorm: Thunderbawk 2 (60) Core Design - Helicopter Sim £TBC

The Sega CD helicopter blaster gets updated for the PC - although we're not really sure why they hothered. Although its got areade-style controls it's even less realistic than most games of its type, and it's totally spoilt by a haphazard viewpoint - one minute the sky's empty, the next you've got something right in front of you. Even worse, targets that you lock onto can vanish from sight as you fire. This means you end up shooting from a stationary position, making you more vulnerable to attack and, basically, rulning the game. Formula One Grand Prix 2

(95: Classic) MicroProse - Racing £44.99

Our reviewer called this an absolute masterpiece - even the meno screens, sub menus, pre-race options and set-up screens can keep you happily occupied for ages. If you want to have all the options and textures in their full glory you'll need a Pentium, but even in lowres it still looks bloody great. The attention to detail is simply amazing thanks to Geoff Crammond's perfectionism, and the physics of the game engine are just outstanding - give up your social life now!

### Police Guest SWAT

(83: Recommended) Sierra - Adventure £49.99 Daryl Gates makes a welcome return with what has to be the best game in the Police Quest series, It's a different and enjoyable twist on the traditional adventure game - the only thing bolding it back from a classic rating is a lack of compatibility with a light gun.

(76) UbiSoft - Platform Game ETBC

Direct from the Sony PlayStation come cutesy Disney-esque sprites, silky smooth parallax scrolling and colourful backgrounds spread over a massive 68 levels; however, there aren't any especially clever puzzles or particularly taxing levels, just nice graphics and a steady learning curve that yeers from easy-peasy to bloody annoying. Sorry Rayman, but despite the high standard of presentation, you're ultimately a bit lunited and pretty linear. The Beast Within: Gapriel Knight 2

(88: Recommended) Slurra – Adventure £44.99 Admittedly The Boast Within isn't perhaps the most difficult game you'll ever play, but as an interactive movie it's brilliant. The acting is great, the EMV scenes contribute beautifully to the atmosphere and the plot gets increasingly complex and engrossing. Excellentl

Time Grig (84: Recommended) Intogrames - Arcade Adventure 644.99

From the team that brought us Alone In The Dark comes something that looks like erm... Alone In The Dark, but set way, way back in the days of the Knights Templar. However, there are some annoying Inconsistencies: downright infuriating puzzles, items that are impossible to pick up, and the fact that it's easy to miss things – and on top of that you'll find yourself saving furiously as you go simply because you keep getting brutally killed when you least expect it. But If you like AFTD, you'll like this as it's almost exactly the same - which is also the reason we haven't given it a higher score, Warcraft 2: Tides 01 Darkness

(82: Recommended) Zablac - Stralegy £44.99 Despite a dodgy at Warrraft 2 is very addictive and enjoyable - and It's even better still if you can take advantage of the multi-player option and play over a network. All in all, a definite 'must-buy' for anyone who liked the original.

### Issue 37 – april 1996

### Allied General

(83: Recommended) SSI/Mindscape - Wargame €44.99

The follow-up to the highly successful Pancer General. Not an awful lot is different, although the interface has been enhanced and thanks to Windows you can now have any resolution you like. The ground scale is a bit haphazard and varies too much from scenario to scenario but on the whole Allied General should find favour not only with wargamers but with casual wargamers as well. Simplistic yes, but there's far more to this game than most of its genre. (NB: Windows 95 required.)

Battloground Gettysburg

(87: Recommended) Empire Interactive - Strategy

Wargama £39.99
The second in the Battleground series, this has an excellent feel for the subject matter (the hattles in Gettysburg between 1-3 July 1863). The QuickTime movies really are a visual treat, the sound effects are excellent, and if you get stuck there's a comprehensive manual and a Quick Start guide. All in all, Gettysburg is well produced and highly playable - hex-head wargamers will love it. However, you'll need 130MB hard disk space for full installation, or Gome otherwise, (NR; Windows 95 required.) Big Red Racing

(87: Recommended) Domark - Racing ETBC

This is rather like a first-person perspective Micro Machines. It's brilliant fun, with 24 huge courses (including Mars, Venus, Moon and water) and there are loads of vehicles to choose from (snow ploughs, big foot monster trucks, Florida 'swampmaster' semi-amphibious propellor boar things...). You can even recreate The Holian Job bombing round Italy In a Minit Comix Zone

(68) Saga - Beal 'Em Up £29.99

Seriously redious beat 'em up from Sega's newly-founded of team, You play the part of a cartoonist trapped inside a comic book. Yawn.

(90: Classic) Interplay - 3D Shool 'Em Up ETBC

Hardened Descent players will find adequate new perils to test them, but the game's wellpaced enough for newbies. There are new weapons, monsties and great sound effects, plus 'Capture The Flag' team games where you can take sides and co-ordinate tactics to over-come your rivals. Overall it's a fun, involving and addictive game. If you loved the original, you'll be totally besotred with this one.

Ecco The Dolphin

(55) Sega - Arcade £29.99

The Mega Drive game from a few years ago. Unfortunately even the pretty animation can't save it from being totally boring, Nextl-Extreme Games (70) Psygnosis – Sport £29.99

The PlayStation 'trendy sports' game involving mountain bikes, skateboards, in-line skates and street luges, but the PSX version bas excellent graphics and the animation is much, much better - it's too slow on a P133 and even with the detall switched down It plods along, thus destroying any enjoyment factor it might have had, lan Sotham international Cricket

(78) Beam Software - Sport £34.99 Surprisingly good simulation of one of the

world's dullest sports. It's not as playable as the sives version and has embarrassingly cheap and tacky IMV footage - essentially though it's playable and a good laugh. NBA Live 96

(85: Recommended) Electronic Arts/ EA Sports -Sport £44.99

s basketball's turn for EA's Virtual stadium treatment, which means four different angles for each camera. It's fast, with intuitive controls, reasonably well-animated player sprites as well as being playable in both one- and two-player modes. The in-game graphics are a bit muted and it can be hard to follow the ball when the game gets crowded but it's very playable all the same. There are three levels of difficulty and an option to play exhibition games or a full game season, plus arcade. simulation and custom modes.

Resurrection: Rise 2

(73) Acclaim/Mirage – Beal 'Em Lip £44.99 Far better than the original, but a long way ran better than the original, but a long way from being a classic, it borrows from other established beat 'em ups: it's got Street Fighter's projectile weapons, Mortal Kombat's death moves and the super-combo moves of Nintendo's Killer Instinct. It appears to have everything moves, hordes of characters and secret warriors, bonus levels – but it doesn't have same addictive gameplay. When you kick and punch the blows don't 'connect', and what's the point of a beat 'em up where you don't feel that you're inflicting any grief? st 2909

(85: Recommended) Atarl - Arcade £29.99

Atari's 15-year old game Is dragged kicking and screaming Into the '90s, revamped with a kicking techno track. You have to defend your tunnel by shooting at the enemy craft trying to invade your space - but don't be deceived by the simplicity of it, it's not as easy as it sounds. Hours and hours of classic areade fun. Tomcat Alley

(34) Sega - Flight Sim £29.99

Repetitive gameplay, dodgy graphics, Ughl

(92: Classic) MicroProse — Flight Sim STBC Excellent, apart from dodgy misleading views and a frame rate in hi-res which is only just acceptable on a F133. MicroProse bave pulled off what everyone else has been trying to do. which is to add a cinematic storyline to a Hight sim. These bits blend together without being overlong, so that no momentum is lost. Atmosphere, with  $\alpha$  capital 'A'.

(73) Mindscape - Stralegy Wargame £TBC Addictive, challenging real-time strategy with an interesting setting and strong plot. Once you're hooked you'll come back for more, even though it really is much too bard, the control system is too fiddly and chance plays too much of a role. (NB: Windows 95 required.)

# 

# WORDAROGESSOR



Well... Quake's hit the net, and people are pretty tired up about it. We're keen to know just what everyone thinks about this one, so let us know by writing or e-mailing the usual address.

### QUAKE... IT'S HERE

Having downloaded the Quake domo from the iD FTP site, I have to say that it is quite possibly the most amazing game I have ever seen. It may only be a few levels, and it may look very much like Doom at first... but it 'feels' so good, It has to be one of the most fluid and natural games I have ever come across. It seems that yet again, iD have managed to produce a truly wonderful game.

T Baker, Manchester

### QUAKE... AGAIN

So, Quake is finally 'nearly here'. How bloody thrilling,, having downloaded the demo from the action games forum on CompuServe I have to say that it's one of the biggest disappointments I have ever come across. Is it just mc, or could this just as well be *Doom 3?* From what I've seen so far it hardly seems to be the 'great white hope' of PC gaming that everyone seems to think it is.

Adrian Kent, Essex

### ... AND AGAIN

Well, I don't know about you, but after playing the few boring levels of *Quake* that wenr on line this weekend, I can't help feeling that *Duke Nukem 3D* is far superior. Whaddya reckon?

Paul Thomson, Reading

### ... AND AGAIN

Quake... read "excellent". Oh my god, l think I'm coming.

B Reld, Huddersfield

### ... AND AGAIN

The Quake demo... it may only be three levels, but fuck me if it isn't the best multi-player thing I've ever, ever seen! Playing it in eight-player mode has changed my life.

### Anon

Opinion is certainly mixed on Quake, but the general vibe seems to be that it's pretty

# Write to PC Zone

We know you've all got plenty to say, and there are numerous ways to transmit your delightful scrawlings to us here at *PC Zone*. You can either use the traditional method, often described as 'snail-mail' by the pretentious technocrats of this world...

WordProcessor PC Zone Oennis Publishing 19 Bolsover Street London W1P 7HJ

...ot you can be really hip, trendy and cyber and do a whacky e-mail thing:

CompuServe: PC ZONE 100142, 2152 CIX: PCZONE@CIX.compulink.co.uk

damn hot. To quote Mr Peter Hawley (of the PC Zone cover disk department) "Quake rocks! Quake... is for MEN". And, indeed, it does look that way. In its rawest form, the Quake demo that appeared on February 24 is pretty boring once you've walked around for a few minutes – but as soon as you play a Deathmatch the whole world changes. Your social life will be eaten into. You WILL lose

(Right) Opinion seems to be split on the merits of Guake... we're giving it a thorough going over in this issue, but we reckon you should get ready to say goodbye to your social life and anything else that isn't related to the game.





to be In for a treat. Spooge. DUKEM VS QUAKE

I have just played Duke Nukem 3D shareware. WOW! What a fucking amazing game - it lias mirrors goddamn it, pipe bombs are cool! And the graphics totally kick ass. So why am I telling you this? It's because I want to know if you have played Duke Nukem 3D and Quake one after the other, and which you think is better in your Doom-god-like opinion?

Alpha. Who knows what the finished game

will be like? If it turns out to be anything

like the difference between the Doom Alpha

and the final game then we really are going

### Check out my home page: http://cs.nett.ac.uk/~mjp/

Yes, Duke Nukem 3D does 'kick ass', but when compared to Quake it doesn't really have a hope in hell. Duke features plenty of lovely effects and some really neat ideas... but from what we've seen so far Quake seems to carry things off with so much more panache. Duke will no doubt sell well... and at the moment it's the only game that can honestly claim to be 'better than Doom', but its reign as a superior product will be short-lived.

# X-FILES GAME - partone

I read your thing about the possibility of an X-Files game. Do you have any idea if anything really is likely to happen? It's my favourite TV show of all time and a computer game could be so brilliant -I especially liked the Alone In The Dark style idea you mentioned in your letters pages a while ago. Sounds pretty smart bet it never happens though.

Sarah Brown, Hunts

### X-FILES GAME - part two

I don't know what you were going on about when you said in your last issue in your WordProcessor letters page that there was no news as yet of the X-Files computer game, I was looking through

the X-Files computer game, I opened it up to find that some bloke (who I think is an American) had seen Fox Television on CNN showing the new X-Files game they were bringing out. Apparently it looks brilliant, with amazing graphics and puzzles. You should check it out and see for yourselves. Admit it, you were wrong. Now there is news,

### James Collard, CompuServe 72016,716

PS. If it turns out that this bloke is lying, let me know and I'll send him junk mail full of insults.

I have no idea if this guy is lying or not as it's very difficult to get anyone to commit to the X-Files product. Obviously Fox will have a controlling influence over the product, but whether or not they'll produce it themselves. or pass it on to someone else is still unconfirmed. Many software houses that we have spoken to have expressed their desire to be involved with the product, but as yet it's all very much up in the air.

Don't junk-mail that guy yet - he may have some inside Information, and let's face it, as X-Files is one of the biggest things on the planet at the moment, It seems highly unlikely that we won't see at least one computer game based on the thing. Watch the news pages over the coming months.

### WINDOWS 95 - THE CONTINUING SAGA

"Windows 95 will be the best thing since sliced bread," the mags chanted. "Windows 95 will bring about world peace," Bill Gates promised, Hmmm... in my experience Windows 95 actually completely screws up sound cards.

Two friends of mine recently bought brand spanking new 175s, much to their joy and my envy (me being a 486 owner). Both machines came with that modern miracle, Windows 95. Off I went to my first friend's house to have a look at his box of delights and the fantastic new operating system all the mags were on about. I was fairly impressed, all 8мв

his favourite. FIFA 96. Alas, when he loaded it there was not a sound to be heard. He told me that he was going to sort it out and I left pretty unimpressed (Syndicate went a bit funny but we managed to straighten it out).

showed me some games, where the

sound did work, before moving on to

Now on to my second friend. The first game we played was Magic Carpet, which was a joy to behold after playing it at home on my lowly 486, the sound was fine. Next Hi-Octane, another Bullfrog masterpicee with working sound. Then Wing Commander III... the silent intro indicated what was to come, but the only sound to be heard was the music, no speech or sound effects.

We gave up and loaded Worms instead; yet again, music but no effects. We went to the set-up screen and re-detected the sound card, but still no sound effects. We went back and tried again, when for some reason it came up with different scitings than the time before, although we still heard nothing.

It looks to me as though Windows 95 constantly changes the settings of the sound card, which makes your sound card unreliable. The cards in my friends' machines were definitely not at fault as the one in the second PC is a genuine SoundBlaster, and the first is an Aztec. Does anyone else have these problems?

### David Taylor, Seaford (near Brighton)

Unfortunately compatibility problems will continue to crop up for years to come with Windows 95, and the reasons for this are many and varied. A major element In the equation revolves around how the games (namely older ones) were programmed, and how they made use of the sound drivers.

Games that use non-standard ways of accessing the sound hardware will no doubt be completely stuffed, as Windows 95 is a very 'conformist' operating system... if you don't play by the rules it gets all upset and then goes and has a sulk.

(Top and top left) Duke Nukem 3D giving Quake a run for its money? Nah, they're both bloody great but Quake's got the edge.

# WORDPROCESSOR : H H

(Right and far right)
Apparently you'll be able to get your hands on F1GP2 before the real thing kicks off in Australia... And it's about time too!





# « PC ZONE COVERS... NICE AND SILKY

I notice that PC Zone has recently lost the old 'glossy' look and is gradually moving towards a sillcier and sort of satiny one. What's going on? Is this going to stay or is the look and feel of the mag going to be different every month?

### H Bowden, Notts

The cover finish is consciously changing, and this month's 'look' and 'feel' is more or less what we are planning to stick with. There are a number of reasons for doing this... but one of the main axes is that we think it's pretty classy — and we hope that you alo too. Any comments?

### WHAT'S GOING ON?

The last few issues of PC Zonr seem to have calmed down quite a bit – what's going on? We haven't had any tits, there hasn't been a great deal of swearing and you haven't openly insulted anyone. Are you consciously toning the mag down?

Sam Neilson, Birmingham No. Piss off, Happy?

# NEW COMMAND & CONQUER STUFF?

Just one simple question: why is it that MicroProse keep putting back FIGP2? Surely by putting out release dates and then scrapping them the general public could start to wonder if the game is really worth waiting for, I saw the demo on your stand at the Shopper Show and asked the release date and was told Feh; then I see the review in PC Zone (great mag, by the way – but you know that!) and enquire, only to be told March! How long will all this go on?

On the C&C front I haven't seen any aliens (only those viscoid things) but after heing told that there's some new stuff knocking around on CompuServe I found out there's some dinosaurs!!

If you "GO Gamers" on CompuServe then look in the Wargames A-L you'll also find a bunch of new levels! But you clever chaps probably know that!

### Richard Windsor CompuServe 100531,241

Dinosaurs? Are you sure? The aliens are only a rumour as fur us we know, and while I know several people who swear blind that they exist I haven't actually sren unything yet. If anyone has got to the level why don't they take a screenshot and send it in? We'd be happy to print it just to prove a point.

On the C&C 'extras' front, there are going to be all sorts of things happening this year.

Obviously Covert Operations will be in the shops by the time that you read this, and you can find a review in this issue. Later in the year there is what is effectively Command & Conquer 'zero' – a game called Red Alert which tells of all the events leading up until the first game... how the Brotherhood was formed and what happened when the Tiberium started to appear.

Then... next year, we'll get Command & Conquer 2: Tiberium Sun (which is the thing featured in the back of the C&C manual) and this is the 'proper' sequel. As fur as we know (the guys at Westwood aren't talking very much) this picks up the story after the original game and tells of what happens to the earth as the Tiberium gradually takes over everything. A lot of the new technology introduced later on in C&C will obviously be featured along with lots of other clever new toys. Cool... can't wait.

### **ACTUASOCCER VS FIFA 96**

I'm pretty new to the PC and I want to get the delinitive soccer game. I've read lots of magazine reviews and opinion seems to be split between FIFA 96 from IIA Sports and Actua Soccer from Gremlin. Do you think you can shed any light on the situation? I just want a good game to play with my mates.

### Tony Johnstone, Devon

Oh god... opinion is pretty split here as well. Myself and Jeremy are total Actwa Soccer aficionados – it may have problems and bugs, but when it comes down to it. It really is a bloody playable game. But on the other hand, Chris and Pete are total FIFA-heads and continue to whine on and on about how FIFA is so much hetter. My personal opinion is that FIFA does to a much

of the wark for you and therefore makes you feel as though you're not actually playing.

Despite the problems with both games though, there will no doubt be an improved FIFA 97 later in the year, and if you look at our Blueprint pages this month you'll see a preview of the follow-up to Actua Soccer that carries the Euro 96 licence. This is a seriously enhanced version of Actua and could very well end up being THE definitive footle game. Watch for our exclusive review and demo next month.

### F1GP2 PERFECT?

An easy question for you, If Grand Prix 2 is (in your own words) "an absolute masterpiece" why didn't it get 100%?

Anon, CompuServe 100322, 651

In our own words (again) "Because It wasn't worth It". Okay, I think that auswers your question. Is that all right with you?

### F1GP2 - NOW OR NEVER

When the hell is FIGP2 going to come out? I've read loads of reviews of it now, and I really want to get my hands on a copy. With the 'real' GP starting soon in Australia, I'd like to have the game in time to compare it to the real thing. Are MicroProse really going to bother? Or should I buy a PlayStation and wait for the Sony F1 game that looks so good?

### Dave McIntyre, Oxon

MicroProse assure us that F1GP2 will be out before the Australian Grand Prix. Quitr whether or not this will happen is unclear as we go to press, but from what we've seen we can think of no reason why it should be out late. The dumn thing has to be finished soon!

### Dungeon Keeper Delay... Why?

Seeing as PC Zone seems to be the authority on all things Dungeon Keeper related, can anyone tell me why the game is now so late? I was under the impression that it was going to be out before Christmas. Then it was supposed to be March – but what now? Is there a final release date?

### Jason Grant, Bucks

One of the main reasons for the delay was that the team at Bullfrog wasn't entirely happy with the way that things were working out. Now though, having spoken to many of the people concerned, we can confirm that it will be out in April. Hoo-bloody rah. Everyone connected to the project is now apparently happy with it and Peter Molyneux is said to now be "really into it". So that's good news, isn't it? Hopefully we'll he able to bring you a review next mouth. Let's all keep our fingers crossed, ch? Z







EAR ENGLAND. Alright? Culky here isn't it, from London, England, Well, I'm back at mi mum's flat now in Feltham Green, and I'm writing to you (care of Culky's Commemoration Postage Stamps from the last (ssue!) from in front of mi mum's telly, like what I said I

would, and Culk never doesn't do what he reckoned on he would of done so l am, isn't it. Guess what old Colin 'got a saw' of when he got back to mi mum's?

A newspaper by the telly, what said in big letters Back to Basics: A New Government Agenda, It then went on using long words what ain't 'proper' words, so I couldn't read them and that. But Culky doesn't never have to read nothing... I know exactly what back to basics means!

How to get a decent bird!

...That basic enough for ya, is it? Eh? Go on, try tellin' Colin it ain't!

Culk knows that everyone wants a nice girlfriend... you know, like one of them pretty foreign ones and that, Well, I've got a few tips. You just do what old Culky tells ya, and you'll be hooking in some big fish!

Firstly, a lot of foreign girls seem to like British geezers that are shy and quiet and that, and secondly they like blokes what look like they got proper jobs, and last of all they want short, neat hair like Culky's got.

So, get a cheap suit from Oxfant, and get your mum to cut your hair like what she likes it cut, and lastly, spray paint your cheeks bright red, like as if you're so incredibly shy that you blush all the time, even in your sleep! When you've got that all sorted, and checked in the mirror that your face is as red as a Ferrari, go cast

> your lure! Just go up to any girl you think is nice and that, and then stand there right in front of

> > her blush-

ing... push

them glowing red cheeks right in her boat, showing her how unusually shy you are, don't say nothing to her, just stand next to her looking shy, staring down at the floor and that. Push those cheeks right in her face they'll come running for it, you trust old Culkus!

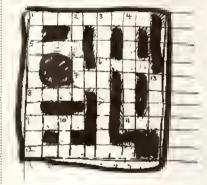
### Culky's cryptic crossword

Culky's done his own crossword isn't it. If you can do it and that, cut it out and send it in, and you'll win the badge what are showed on this page. (Remember Culks don't spell too good though! - Ed.)

Across

1) A bloke in a wig, a load of coppers, a jury and defendant (5,4) 5) Abbreviation of what you'll be doing in front of the mirror after getting on the wrong side of Culky (4) 6) The women in Mexico (4) 7) Go on! I dare ya, stick one on mi ... (3) 8) As Colin's mum says to her son -"Give it ... Colin!" (4) 9) Culky's relative (4) 11) Culky ain't taking the ... for this

offence? (3) 12) Culky's cooking lessons (8)



1) Culky's VW (6,4)

2) You'll get some London ... (6)

3) list with targets? (4,6)

4) Like what you never say to a copper (5.3)

6) Not at all interested (abbreviation) (3) 13) A hard smack (4)

The solution to it, is going to be put in next month's Culky Says, so if you're gonna try for the badge and that, you better post it before then or you'll get some 'cheat-cosh', care of Colin. And remember, if a judge asks you if you know a Mr Colin Culk of Feltham tell 'im you ain't never seen nothing. Like what I does,

Cheers!... Culky! Z

# Culky's Community Cures

It's time for... Colin's racy, hard, and fast advice column. Your problems are Culky's pleasure!

### Dear Mr Culk,

I was recently summons to court for non-payment of 27 parking fines, Pd clocked them up over the last two years. I've got money, that's no problem, it's just that I don't want to give it to the police, that's all. I've never been in trouble with the law belore but it looks like I'll have to pay up or go down. What shall I do?

David Herrity, Sussex

ulky says... Dear Dave, DON'T NEVER PAY THEM COURTS NOTHING!,...

Culky atso aays... Video a small bit of Casualty off of the TV and that, phone up the court a day before your case (remember to dial 141 first), play the video of Casualty in the background to get the real hospital 'teel', and say you've got e sore eye, and you're actually in hospital, and they'll have to make a court judgement in your absence. They'll write to you saying they have, and that if you don't pay all costs within 14 days from that letter, the bailiffs is coming in!...

Culky then says... But don't care nothing about that, When them balliffs come round, put a wig on, and lipstick, and say you're your murn and that you ain't seen you tor years. Tell them bailiffs that your son is very sick somewhere with a sore eye but you don't know where his sore eye isi And don't forget to end with... "You ain't

seen nothing never\*! Dear Mr Culk,

I saw the cover disc on PC Zone where your VW 'tank' shot rockets at a computer company. I've got a VW Beetle, and it's more heavily armed than yours!... I challenge you to a VW showdown.

Stanley Thastern, Cumbria

Cutky says... Dear Stan, Oh yeah, you reckon on it, is it? Before you go shoutin' and a routin', get yourself e good hard saw of the picture what I took of Culky's new tank. Tooled up nice, isn't it? I know how to get to Cumbria isn't it, you'll hear me coming welcome to the party pal!

Culky also says... Better watch out for my new 'sidewinders', an' all!

(Below) So Stan from Cumbria thinks he can rocket challenge old Culkus, eh? Well, take a ganders at my VW tank, you northern git.



# 





H DEAR. 1 FIND MYSELF IN A BIT OF a 'part two' situation. So let's have a quick recap:

Last month's Mr Cursor ended in the middle of a court hearing, with yours truly in the role of the counsel for the prosecution. The defendant was a 'fictional' game called *SpaceWar 9*, and the charge brought against it was that it was using modern hardware as a crutch to hold up old routines, rather than exploring its potential on a broader, deeper, level. Here's a snippet:

Prosection: Hmm... If I were to take a high speed film of you and then played it back at the standard rate, would you look – shall we say – 'jerky'?

SpaceWar 9: th? Of course I would. Oh, I think I see what you're getting at, but you can't blame me for the fact that we've all got top kit while you guys haven't! (SpaceWar 9 is an American product – Ed.)

**Presecution:** And I'm not trying to. It's not the hardware that's on trial here, but how cleverly it's being



# He's afraid of... last month's Mr Cursor, and live TV

(At this point time was called, earning the defence council a 30 day adjournment — which they spent in the library. The court, however, now reconvenes.)

Judge: I hereby dismiss the jury, and end this trial. It was going nowhere, and was travelling there so slowly that even I – Judge Bufton Tufton, barely conscious at the hest of times, even when being whipped by a leather clad sado harlot – was becoming weary. All costs will, naturally, be covered by the tax payer. And all lawyers involved will receive a nine trillion pound bonus... just for being lawyers. Well done the legal profession!

Mr Cursor goes media crazy

Hr Curson (Thinking quickly) Oh shit. So that's that (hen, Bugger! My next stage of questioning has been scuppered. But still... not all is lost. After all, there

are bound to be some media folk milling around on the steps outside the courthouse. Let's see what happens when

I walk through the door...

TH Camera Crow: What are your thoughts on the decision?

BBC Camera Crew: You must be devastited...

Heliol Magazine: Can we photograph your dog? Your lounge? You and your wife sitting next to Jonathan Ross (and his wife)? What about your garden? What kind of wallpaper have you got?

Sky Nows Camera Crew: Here's some money – £15000! Come with us!

A Daily Mail Journo: Here's £8000! We want you to denounce computer games as the work of the Devil!

A Sun Journo; Let's talk about a centre spread! Then we'll turn it into a book with Random House! Megabucks!
Random House: A book first! Then a serialisation in The Sun! You can't lose! A ghost writer! Megabucks! Gary Bushell!
Weird bloke in yellow cardigan; Sir, 1 represent the Church Of Scientology. I'ollow me and 1 shall take you to Venus.
The Good Morning TV Crow: Would you consider an interview with Richard and Judy? Please? We've got a helicopter!

(Mr Cursor considers the options...) Wowl That's quite a choice. Which would you have picked? Venus sounded tempting. and so did being photographed with Jonathan Ross and his wife Jane, but I think I'll go for the Richard and Judy interview instead. (They represent the 'common folk'... after all, he got off on a shoplifting charge, and she's, er, sort of like his mum, except she's actually married to him or something.) (Eh? – Ed.)

So here we go... I've managed (in a pretend sort of way) to be an interviewee on *Good Morning*. Brill chopper flight over, and now we're live! In front of millions! (Oh no! Sudden panie!)

Judy: Good Lord! Fred's just fallen off

**Judy:** Good Lord! Fred's just fallen of the weather map.

Richard: Oh well, it's what everyone's been waiting for! But forget that, we've got an impromptu guest, It's someone called Mr Cursor. He's got some deeply disturbing news, apparently, regarding... Judy: Wait! We've got a newsflash. Femi? Femi: Thanks Judy. Fred's dead. Official! He was dragged to the bottom of the Mersey by his waterlogged jumper. Back to you, Judy.

**Judy:** Thanks Femi. So, Mr Cursor, what have you got to say? Be quick, though, we're running late...

Mr Cursor: Um, um, it's that, erm, well... I just reckon that modern computers are quick enough to do proper artificial intelligence routines, but that, er, most of the time, er, well, er, it's all graphics, isn't it? Not that there's anything wrong with good graphics, but, um, they never seem to bother with the, er... er... well, let me put it like this... oh, hang on... sorry, I'm really nervous, but...

Richard: (Interrupting) Now it's time to go over to Brian Turner, who's going to show us how to make a (chuckle) 'proper' Yorkshire Pudding. Brian?

Brian: Or Yorkshire pud as we call it up north, Richard (snigger). And can l just quickly say that Artificial Intelligence won't matter within five years anyway. All computer games will be gargantuan multi-player affairs by then, played over the videophone or whatnot.

**Judy**: Really? Well i never! That's so amazingly futuristic!

**Brian**: I know! But the programmers will simply supply the locations, the goal, and the 'virtual hardware' with which to reach it. The intelligence will be supplied by the humans taking part. But anyway, back to the Yorkshire Puds. First we need the flour...

Mr Cursor: (Quietly) I'll get my coat then. Z



# Hit Replay for the Best Action





















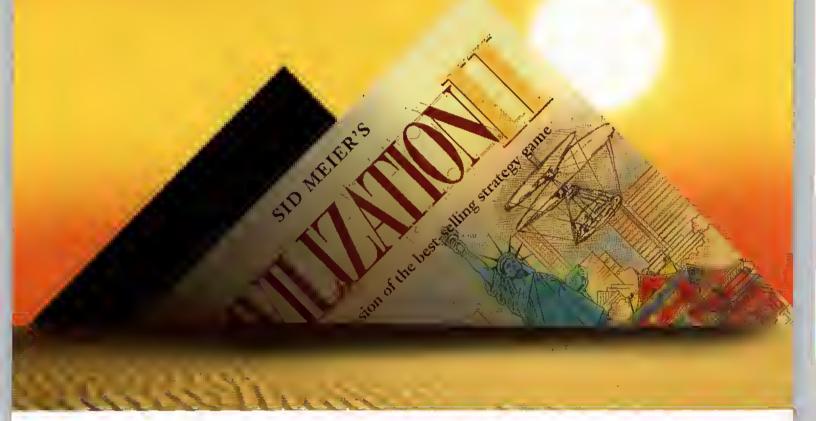


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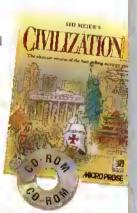


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